

# WARLOCK

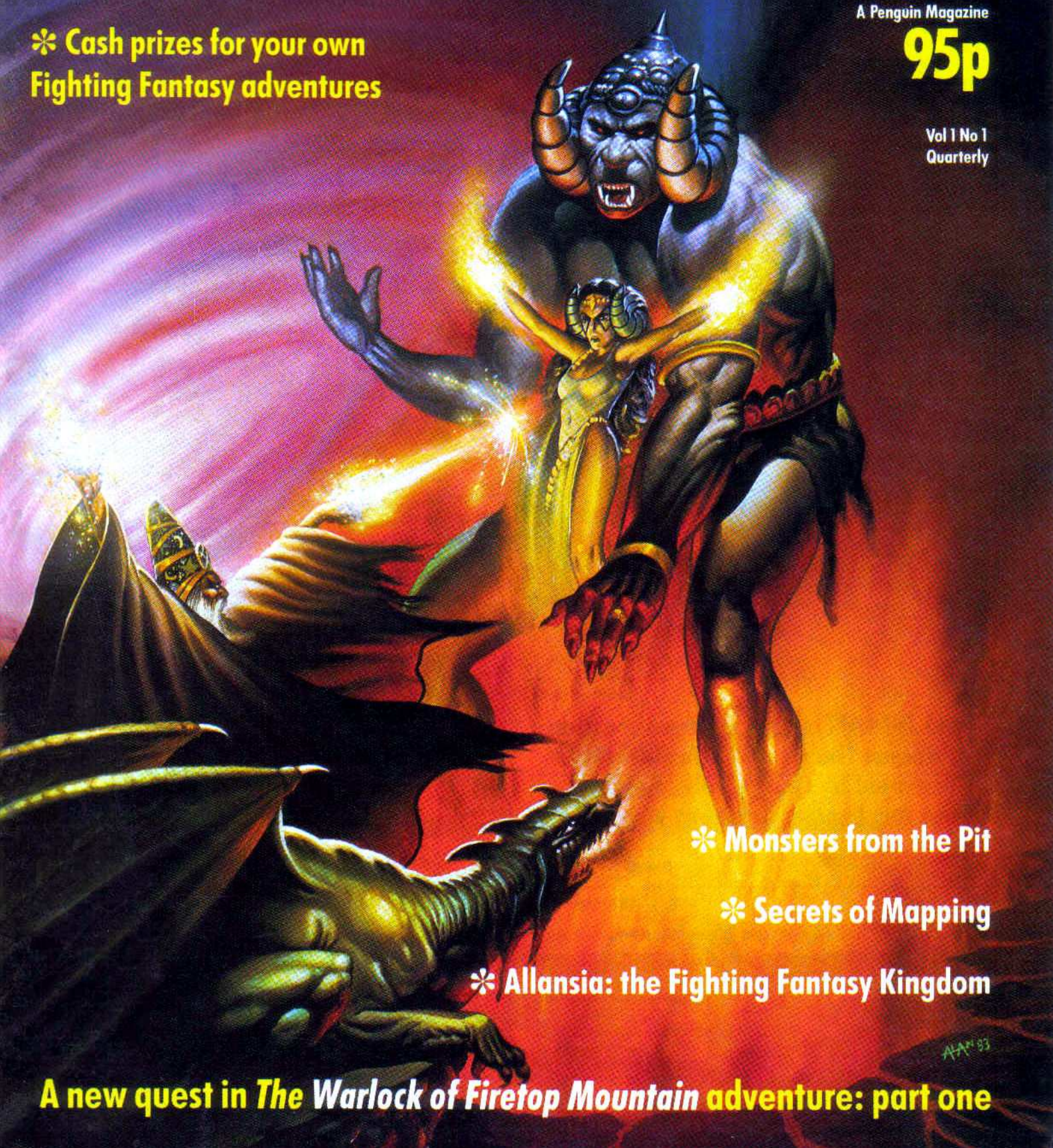
## THE FIGHTING FANTASY MAGAZINE

\* Cash prizes for your own  
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A Penguin Magazine

95p

Vol 1 No 1  
Quarterly



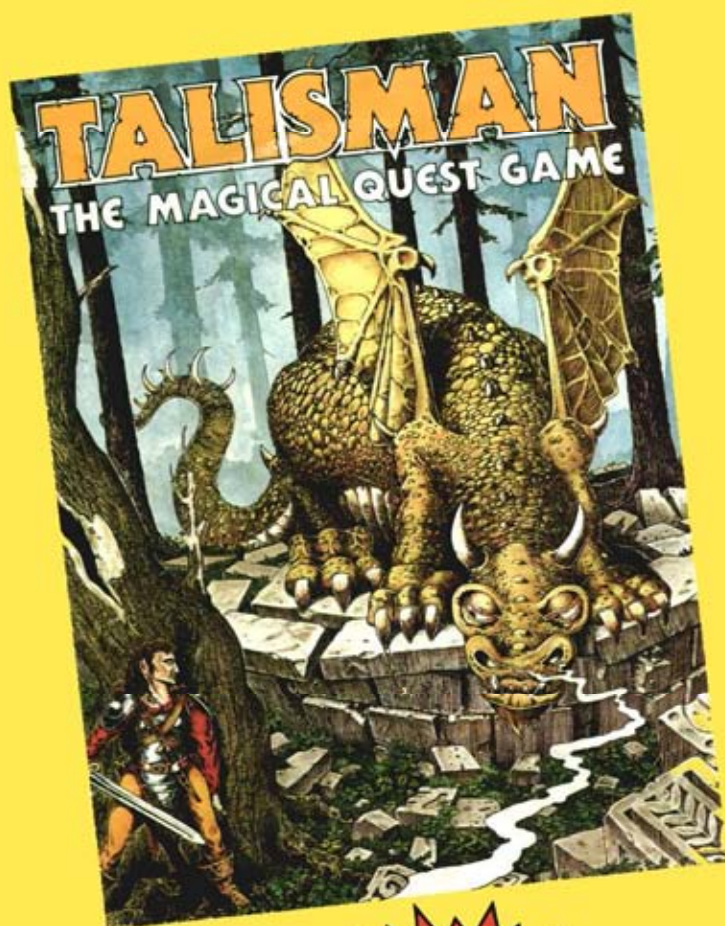
\* Monsters from the Pit

\* Secrets of Mapping

\* Allansia: the Fighting Fantasy Kingdom

A new quest in *The Warlock of Firetop Mountain* adventure: part one

# FAR AWAY IN A CURSED GLADE, A DRAGON IS WAITING TO MEET YOU...

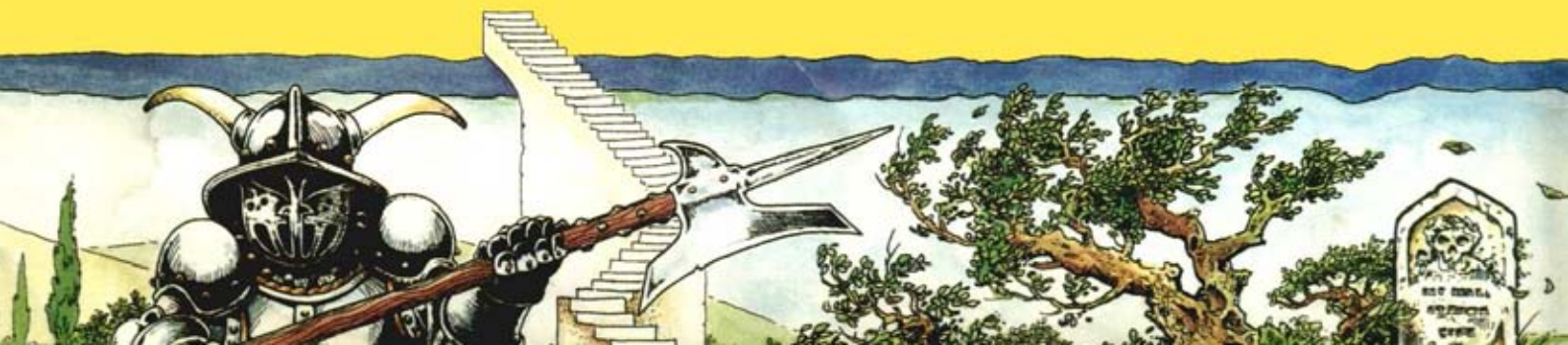


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TALISMAN is the ingenious creation of Robert Harris and is beautifully illustrated by Gary Chalk. See it in your local games or hobby shop now.

If you enjoy fantasy role-playing games but only have time for a quick adventure, then TALISMAN is the game for you. It is a unique game which bridges the gap between board games and role-playing brought to you by Games Workshop.

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# Dear Adventurer

When we first came up with the idea of putting an adventure game into book format, little did we know that we would start a whole new craze. *The Warlock of Firetop Mountain*, the original Fighting Fantasy Gamebook, is now published in five countries and has been specially revised and serialized into two parts for inclusion in Warlock magazine; Part Two appears in the next issue.

For those of you unfamiliar with Fighting Fantasy, imagine yourself plunged into a world of monsters and magic. Think what it would be like to be walking down a dark dungeon corridor with walls dripping with slime, and to be suddenly confronted by a two-headed Troll armed with a stone club. What would you do? In the world of Fighting Fantasy, YOU make the decisions. YOU are the hero.

Now Fighting Fantasy has its own magazine, through which its world can develop. Each issue of Warlock will bring you information, news, new monsters, readers' letters and competitions. We hope that the Fighting Fantasy game system will evolve with readers' suggestions and ideas. We are here to put into print your monsters, spells, objects, artefacts, magical

items, special abilities for different types of adventurer and additions to the rules.

We welcome you to the start of a fantastic journey. May your Stamina never fail.



*Ian Livingstone Steve Jackson*

# WARLOCK

## THE FIGHTING FANTASY MAGAZINE

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# ONE STEP BEYOND



## THE ORIGINS OF FIGHTING FANTASY

As many readers will know, the whole Fighting Fantasy Gamebook phenomenon stemmed from the Fantasy Role-playing Games that have been around since 1974. At that time, Gary Gygax and Dave Arneson in Wisconsin, USA, first published *Dungeons & Dragons*, the original fantasy role-playing game. Before 1974, games players were obsessed with Diplomacy, a strategic game based on the First World War, which could be played by post. Games were played through various amateur magazines – or ‘zines’ as they were known. News of Dungeons & Dragons spread through the zines and it was not long before Gygax and Arneson formed their own company, Tactical Studies Rules (TSR), to promote their game. TSR grew from nothing to a \$20 million company in a short time, mainly on the success of *Dungeons & Dragons*.

Following up this success, other companies in the United States began to release their own role-playing games. Game Designers’ Workshop produced Traveller, a science-fiction role-playing game designed by Marc Miller. A Californian company, The Chaosium, produced *RuneQuest*, an alternative fantasy role-playing game based in its own game-world, Glorantha. Pirates, gangsters, James Bond and horror are other themes that have had role-playing games designed around them. Role-playing games came to Britain in 1975, when the Games Workshop, working out of a cramped flat in Shepherd’s Bush in West London, first imported American role-playing games.

All these companies thrived on the success of role-playing games. They attracted fanatical followings. Players were obsessed with their fantasy worlds. Listening to role-playing gamers talk was like listening to aliens from another time and universe, where monsters and magic actually existed! What was it that made these games so popular?

### How Role-playing Games Work

Imagine you were playing *The Warlock of Firetop Mountain*. But this time, instead of reading the story, someone else was reading the book or the article in this magazine. He would read out to you a reference and ask what you wanted to do. You would make your choice and he would turn to the new reference and read that out. This is the sort of thing that happens in a role-playing game – but with one important difference.

In the Fighting Fantasy Gamebooks, you are limited to two or three choices at each reference. In a role-playing game you have no restrictions. *You can do whatever you like!* For example, if you were in a passageway, you would not be limited to ‘Do you want to try the door in the east wall or continue down the passageway?’ Instead, you can choose to do anything you like. Perhaps you would like to go back to the room you’ve just come from, or listen at the door, or search for secret passageways, or solve riddles, or ask questions . . . You can do any of these in a role-playing game.

How is this possible? The key to role-playing games is the extra person. In the Fighting Fantasy Gamebooks example quoted above, this extra person is just a reader, reading out the story to you and

asking for your choices. In a role-playing game, this extra person becomes the GamesMaster and has a very important role. GamesMasters (or GMs, as they are known) are vital to role-playing games. They act as a ‘god’, controlling the world in which the adventure takes place. They must ask the players what they want to do in each situation. Using either the rules of the game, or often just their own judgements, they must then tell the other players what happens as a result of their choice. The GM’s role is a bit like the banker in Monopoly, but with two important differences: the GM cannot ‘play’ the game in the same way as the other players; and the GM has much more freedom than a Monopoly banker.



### The Adventurers

While the GM ‘runs’ the adventure, telling the players what happens when they make their choices, announcing any traps that they might have just sprung and ‘talking’ for the monsters and other characters that they may come across, the other players are the Adventurers.

Each different role-playing game has its own rules for deciding the characteristics of the Adventurers. In Fighting Fantasy Gamebooks, this is kept simple, with dice rolls for SKILL, STAMINA and LUCK. More complicated role-playing games have many more characteristics, such as Strength, Constitution, Power, Charisma, Size, Intelligence, and so on. These all affect an adventurer’s abilities in the game.

Once the adventurers have ‘rolled up’ their characteristics, they are ready to play. The GM describes the introduction to the adventure and then the players decide amongst themselves what they will do next. Either they will have an overall goal, such as ‘find the Warlock’s treasure’, or they may just be on a treasure hunt trying to find as much gold as possible.

Their own ‘game-characters’ that they have rolled up do not last for just one game. In most role-playing games, a character becomes stronger – more *experienced* – the more successful he or she has been in an adventure. ‘Experience Points’ are awarded by the GM for killing monsters, finding treasure, or surviving an adventure. Rules are given which convert these Experience Points into advantages, so that an



'experienced' player will be much stronger, or be able to use more magic, than another player just starting. Thus players guard their characters carefully and carry them over from game to game. Once you have nursed a character through several adventures and he is now quite strong, you feel very reluctant to allow him to take silly risks, like attacking a Dragon single-handed. If such an experienced character dies in a future adventure, weeks of care and development will have been wasted!

In this way, you can see that role-playing games become very realistic. In a real world, no one in their right mind would rush in and take on a Dragon on their own!

### Expanding Role-playing Games

The original Dungeons & Dragons game was published as three barely understandable rules booklets in a box. The rules described how GMs could design their own dungeons, how adventurers gained experience and how battles in the dungeon were fought between adventurers and monsters. Fanzines sprang up devoted entirely to this new game, with articles to expand the rules, new monsters and new adventures. As it became apparent that there was no limit to how far role-playing games could be expanded, publishers soon got to work on producing a wide variety of supplements and accessories for the game. Magazines like TSR's *Dragon* and Games Workshop's *White Dwarf* provided a regular forum for readers to exchange views and trade ideas.

All the successful role-playing games have a wealth of back-up material supporting them. The most popular of these are the *scenarios* or *modules*. These are ready-to-play adventures which make GamesMastering a much easier task. In the early days, each adventure had to be designed by the GM well in advance of a session. Now hundreds of different adventures can be bought. These are similar to computer programs in that a scenario is usually designed for one game system only (e.g., D & D, RuneQuest or Traveller). But some publishers – notably Judges Guild – produce 'universal' scenarios which can be played using any system.

Other common accessories are: *Supplements* – additional rule-books which expand the original rules (the 'basic' rules may simply tell you how to fight monsters; rules may be given in a supplement for how different types of weapon can be used); *Character Sheets* – similar to the *Adventure Sheet* given on pages 16–17 in this magazine; *Miniatures* – miniature figures of dwarfs, wizards, goblins and dragons cast in metal which can be painted and used to represent adventurers and monsters in the game; *Floor Plans* – dungeon layouts of rooms and passageways drawn to scale for miniatures that can be used to map out an adventure as it takes place; and *Referee's Screens* – cardboard screens to hide the GM's maps and printed with handy reference tables.

None of these accessories are essential to the games. But most players find themselves indulging in a few accessories – particularly miniatures – once they have started playing.



### How To Begin

The Fighting Fantasy Gamebooks are an excellent introduction to role-playing games. Although they lack the freedom and variety of choice that the games are able to offer, they give a fair picture of how fantasy adventures run.

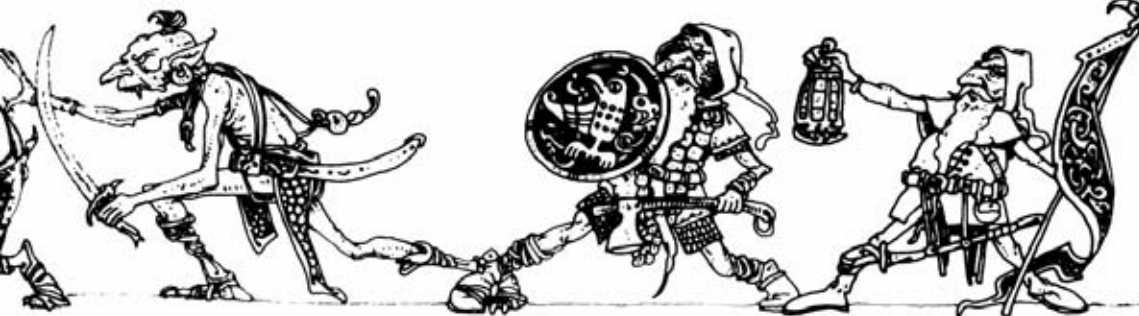
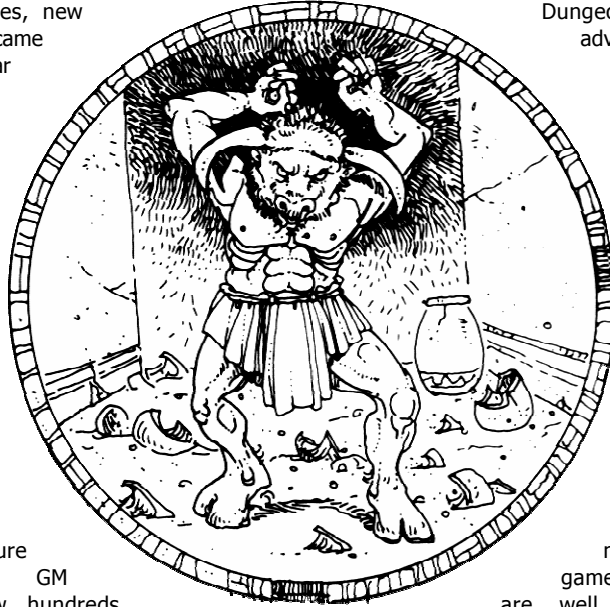
Following on from the Gamebooks, the next step is either Dungeons & Dragons or RuneQuest for fantasy adventures, or Traveller for science fiction. But Traveller is rather complicated and is not really recommended for beginners.

Dungeons & Dragons is the original role-playing game, but many gamers enjoy RuneQuest as the game mechanics and the world of Glorantha give the game plenty of atmosphere. RuneQuest also has an excellent little book, *Basic Role-Playing*, with simplified rules for first-time players.

But having said that, the latest version of D & D is also well written for beginners. And since D & D came out first, there are more accessories available for it at the moment. Any reader wishing to learn more about the various role-playing games available and all their accessories

are well advised to read Ian Livingstone's reference book *Dicing with Dragons* (Routledge & Kegan Paul, £3.95).

Fantasy Gamebook readers may also be interested to hear that a role-playing version of The Warlock of Firetop Mountain will be published within the next couple of months. Entitled *Fighting Fantasy*, it is designed as a beginner's game. It uses the same rules for fighting monsters as Warlock, but includes extra chapters on how to be a GamesMaster and two complete adventures, mapped out and well illustrated. *Fighting Fantasy* bridges the gap between the Gamebooks and the more complicated role-playing games.



# ALLANSIA

The Land of Fighting Fantasy



## The Warlock of Firetop Mountain

1. Beneath an ancient mountain, a mighty wizard rules a labyrinth of hideous creatures. Will you find the keys that will open his fabled treasure chest OR will you die a gruesome death?

## Island of the Lizard King

6. Gold mines run on slave labour by an insane Lizard Man and his vicious guards takes you to a strange island. Jungle, swamps and giant creatures must all be overcome to reach the Lizard King. But is he invincible?

## Citadel of Chaos

2. The evil sorcerer, Balchus Dire, is plotting to attack a peaceful vale. Dare you enter his guarded Citadel to stop him, and risk your life against the creatures that await you?

Some  
wizard lie  
you defeat  
of terror.

6.  
Fire  
Island

### 5. Deacherap Dungeon

Reward and honour awaits any brave warrior willing to enter the Trial of Champions. A journey through a perilous dungeon designed by a sadistic Baron awaits all challengers. Will you be the first person to come out of its dark depths alive?

### Forest of Doom

The Dwarfs of Sconebridge are threatened by Trolls but need their legendary warhammer to rally them. In a desperate race against time, will you find the missing hammer in the eerie depths of Darkwood Forest?

### City of Thieves

4. Here in Pore Blacksand, an old life of solitude. Only he can help to Zanbar Bone and end a reign. But will you find him or will you fall to the thieves, vagabonds and creatures of the night?





### SENTINEL

It was Baron Kognoy of Kaypong, a province to the east of Fang, who first sought more sophisticated ways of guarding his wealth than by simply locking it up in a treasure chest. He hired a learned wizard to develop a special potion that would surprise any would-be looter. When it was finally ready, Baron Kognoy was extremely pleased with the result, and even went into business with the wizard to sell the special potion, such was the demand after the secret was revealed. It is a delightfully simple potion to use. A few drops are sprinkled on to any gemstone or precious metal. As soon as that stone or metal is touched by human flesh, it will be transmuted into a SENTINEL made of the same substance as the stone or metal. Thus, a Gold Piece would transmute into a GOLD SENTINEL, and a diamond into a DIAMOND SENTINEL – fanatical and almost invincible warriors. They are immune to blows from normal weapons unless their adversary is already holding the gem or metal of which the Sentinel is made. Thus, Attack Rounds against a GOLD SENTINEL can never be won unless you are holding a Gold Piece.

	SKILL	STAMINA
Gem SENTINELS	11	9
Metal SENTINELS	12	12

Of course, some owners of the potion experimented with sprinkling it

on glass and iron for sadistic pleasure. However, it is safe to handle any object sprinkled with the potion if silk gloves are worn.



In each issue we shall be featuring a selection of new monsters which will appear in future Fighting Fantasy Gamebooks. The four described in this issue have been created by Ian Livingstone for you to include in the adventures you design for yourself. You may even want to substitute some of these monsters for those in the existing books when playing a two-player version – i.e., one person reading out the options and rolling the dice for the monsters while the other person makes the decisions and rolls the dice for the adventurer.

### BIRD MAN

Usually dwelling in warm climates, these sinewy bird-like men live high on rocky crags in small groups. They are green in colour and their hands and feet are virtually claws. Their wings are thin membranes and they have beaks and shrill voices. They attack humans for their metal objects, which are symbols of power to the Bird Men. Swooping silently down on their prey, they are swift and ruthless killers, using their sharp claws and occasionally a stolen short sword. Their speed and cunning are a dangerous combination, and many adventurers have been killed in the open by not paying enough attention to the sky.

BIRD MAN

SKILL 12

STAMINA 8





They do not, however, have very tough hide and can be killed quite easily if you are able to wound them.

### MESSENGER OF DEATH

These soulless creatures are perhaps the most bizarre killers known to man. They are assassins who delight in a psychological game of fear. Their appearance is quite horrifying; ragged clothes cover their long thin bodies, and their faces have hollow eyes and mouths filled with thick slime which makes their deep voices sound like a sickening gurgle. In order to kill its prey, a MESSENGER OF DEATH must take a chance with its own life. It must sentence its victim by touching it and by uttering the word 'death'. Only then is the Messenger of Death vulnerable to a silver weapon being plunged into its heart. If this is not done, then the game of death commences. The Messenger of Death will disappear to lay its message ahead of its victim. The letters of the word 'death' will be marked in various places in different forms. One letter could be painted on a door, another chipped out of stone and another etched in metal. Only if all the letters are read by the victim will the Messenger of Death reappear to watch the life drain away from its helpless prey. It is thought that Messengers of Death inhabit the same undead plane as Spirit Stalkers.

MESSENGER OF  
DEATH

SKILL 7

STAMINA 6



### EARTH DEMON

These rare gargantuans' lives are dormant for the most part. Made of rock and earth, they lie just beneath the surface of the ground, waiting for unwary travellers to step on them. Then they rise out of the ground, pulling up roots and bushes which are attached to them. They attack by crushing their victims and are incredibly powerful.

EARTH DEMON

SKILL 12

STAMINA 15

An Earth Demon's strength comes from the earth itself, and a wound will reduce its STAMINA by only 1 point instead of the usual 2. Its source of strength, though, is also its weakness. If the Earth Demon can be lifted off the ground during an Attack Round instead of being attacked with a weapon, it will lose 6 points from its STAMINA score. If you win an Attack Round, you may elect to lift it instead of inflicting the 1 point wound; if so, you have manoeuvred yourself into a position to attempt to lift it without it being able to harm you. Roll two dice. If you roll a double, then the attempt to lift it will be successful.

It is not certain why Earth Demons attack humans, as they do not eat them. There is a legend that suggests that Earth Demons were created by an alchemist's experiment which went sadly wrong. A potion spilt on the ground produced the first Earth Demon and its innate hatred for mankind.



## OUT OF THE PIT COMPETITION

Do you have a pet monster which you would like others to read about in gruesome detail? Send in a description of your own monster. A drawing of it may help the description, but it is not essential. We will publish the best monsters in a future issue and a prize of £10 will be awarded to the creator of each monster published. Don't forget to give its SKILL and STAMINA scores. Attach the Entry Token below to your monster description and send it to:

Out of the Pit, *Warlock* Magazine, Penguin Books Ltd, 536 King's Road, London SW10 0UH, England, to arrive not later than 31 May 1984.

Overseas entries accepted until  
31 October 1984.

**MONSTER  
COMPETITION  
TOKEN**



# HOW TO MAP

As you will soon discover after entering the Warlock's dungeon, it is important to keep a record of where you have explored and what is in each room. Keeping a map of your adventure is an important step towards completing your quest successfully.

Maps can be drawn out on plain paper, but squared graph paper is by far the most convenient way of keeping a track of your journey. Facing this page is a specially drawn sheet of mapping paper which you can use to map the Warlock's dungeon.

It is not always easy to map the Fighting Fantasy Gamebooks. Directions are usually given as to which way the passages twist and turn to the north, west and so on. But this is not always the case. When no directions are given, it is much more difficult to map. You will sometimes find that you are drawing in a room over one which is supposed to be already there! This lack of direction, though, only adds to the problems of solving the adventure. With care and patience, the correct map can eventually be worked out from the various connections.

If you are finding your way through a maze, it is well worth making a note of the references you have passed through, so that you will know when you return to the same place.

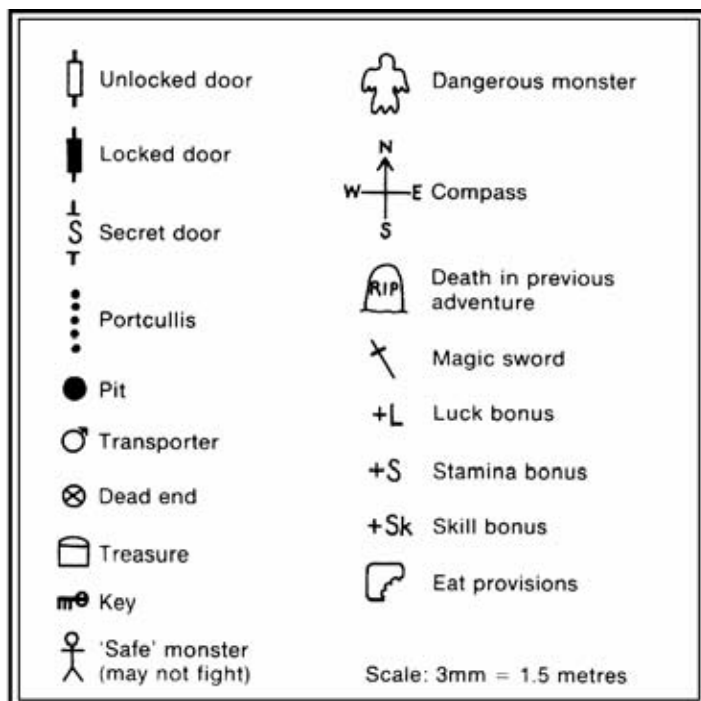
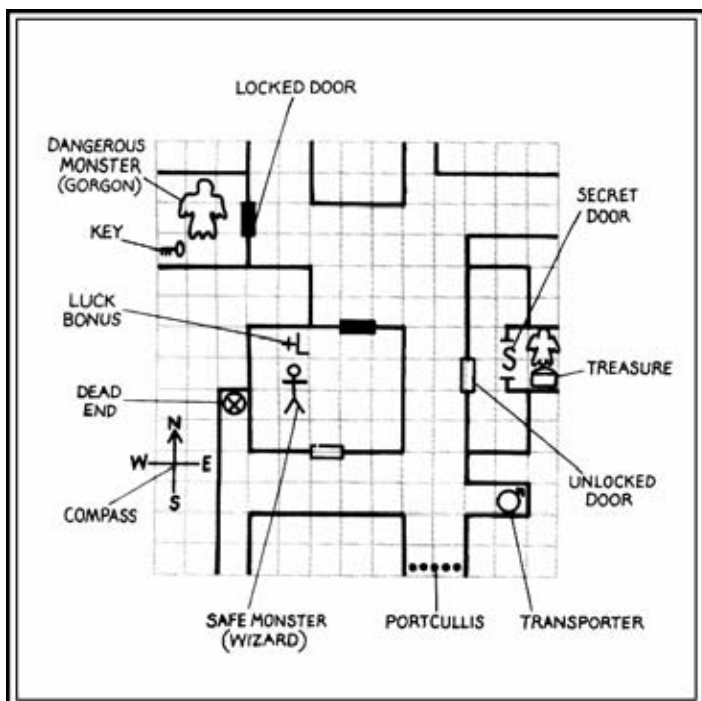
Another problem with mapping lies in the fact that no specific

distances or measurements are given. For example, you may read: 'The passageway heads north for some time, then bends round to the east, then turns north again.' How do we map this? Again, trial and error will solve this one. In the end, it doesn't matter whether you get the distances exact, so long as the connections with other passageways are accurate.

The size of rooms and the width of passageways are never given in the adventures. As a general guide, assume that normal passageways are roughly three metres across. 'Narrow' passageways are about half this width. Rooms are normally about ten metres square, with 'small' and 'large' rooms being correspondingly larger or smaller. The illustrations can sometimes be helpful in giving an idea of room size.

## Symbols

When drawing maps, it is useful to have a standard set of symbols to represent the various types of obstacles you can come across. In future adventures you will need to distinguish between open, locked and secret doors, traps, pits, etc. Suggested symbols for these are given in the box below.

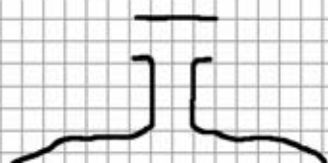


## How To Use the Mapping Paper

On the facing page is a sheet of mapping paper which you can use to map out Firetop Mountain. The entrance has been drawn in. Using this as a starting point, you can continue the map as you explore the dungeon. An example of how to make your map is given above, using the standard symbols.

Do not use a pen to draw the map! It is highly unlikely that you will map the dungeon out correctly first time. Use a pencil on the mapping paper so that you can rub off any mistakes and correct them.

One final point: you will probably find that to draw out the whole dungeon, you will need more room than is given on the mapping paper. You may either photocopy this sheet and stick sections of it together, or you may continue off the sheet on to a piece of graph paper.



# FIGHTING FANTASY RULES

The Warlock of Firetop Mountain is an adventure with a difference. Before starting, you will need two dice, a pencil and an eraser. Then, armed with these tools, you can become the hero in a perilous quest to find the Warlock's hidden treasure. The treasure is concealed deep within a dungeon which you must explore, populated with a multitude of underworld monsters which you must fight and kill – or be killed in the attempt.

Part novel and part game, the adventure will hold many surprises and problems for you. Each page presents different challenges, and the choices you make will send you on different paths and into different battles. You may get lost in the maze, have your strength sapped by a hideous Wight, die in a battle with Orcs or fall to any one of the dozens of creatures guarding the Warlock's treasure-vaults. Or, with courage, determination and a

fair amount of luck, you may survive through all the traps and battles to reach (in Part Two) the innermost chambers of the Warlock's domain, where the treasure is hidden.

If you already have the Warlock of Firetop Mountain book, you have a surprise in store! You will find that this two-part adventure has been changed, which means that you will have to plan your route differently to succeed in this version . . .

## HOW TO FIGHT CREATURES OF FIRETOP MOUNTAIN

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a shield together with a backpack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of an adventure. On an *Adventure Sheet* you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the pages to use in future adventures.

### Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.



Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

### Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not

– or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows-start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract



- 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see below).
  7. Begin the next Attack Round (repeat steps 1-6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).



### Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

### Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

### Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are unlucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is

equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

### Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are unlucky, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

### Restoring Skill, Stamina and Luck

#### *Skill*

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifi-

cally instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

#### *Stamina and Provisions*

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles maybe particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat only when allowed by the instructions on a page, and you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to Its *Initial* level at anytime.

#### *Luck*

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its Initial value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.



# EQUIPMENT AND POTIONS



You will start your adventure with a bare minimum of equipment, but you may find other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across. You also carry a lantern which lights your way.

In addition, you may take one bottle of a magical potion which will aid you on your

quest. You may choose to take a bottle of any of the following:

- A Potion of Skill – restores SKILL points
- A Potion of Strength – restores STAMINA points
- A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure. Taking a measure of potion will restore SKILL, STAMINA or LUCK

scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored)

Each bottle of potion contains enough for *two* measures i.e. the characteristic may be restored twice during an adventure. Each time it is used make a note on your *Adventure Sheet*.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

## HINTS ON PLAY

There is one true way through the Warlock's dungeon and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all rooms contain treasure; many merely contain traps and creatures which will no

doubt fall foul of. There are many 'wild-goose chase' passages and while you may indeed progress through the dungeon, you will not take the Warlock's treasure unless you have picked up certain specific items on the way.

Several keys will be found in dungeon rooms. Only by arriving at the Warlock's treasure with the correct keys to open his chest will you get

to his treasure. You can expect many frustrations in Firetop Mountain.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!





THE  
WARLOCK

OF  
FIRE

COOP  
MOUNTAIN

PART I



# ADVENTURE SHEET

SKILL

*Initial  
Skill =*

STAMINA

*Initial  
Stamina =*

LUCK

*Initial  
Luck =*

ITEMS OF  
EQUIPMENT  
CARRIED

GOLD

JEWELS

POTIONS

PROVISIONS  
REMAINING

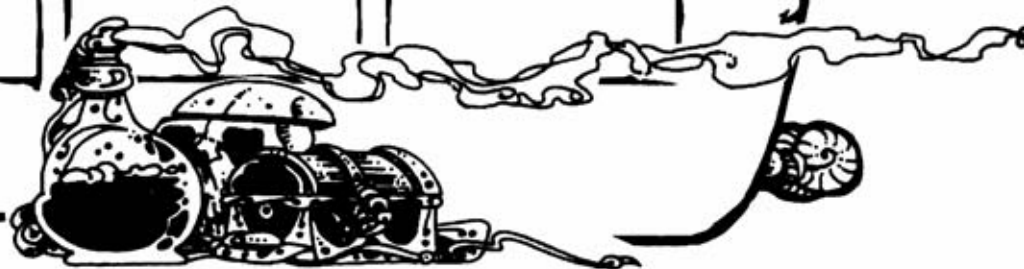






## MONSTER ENCOUNTER BOXES

<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>
<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>
<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>
<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>





# BACKGROUND

Wandering across the Pagan Plain to the west of Moonstone Hills, you meet an old man pushing a laden handcart. You call out to him to stop and he does so with a resigned expression on his face. 'I've nothing in my cart that you would want,' the old man says dejectedly. Walking up to him, you reassure the old man that you have no desire to rob him, you simply wish to exchange news. You tell him that you are an adventurer roaming the land in search of dangerous quests. The old man smiles, saying, 'Then perhaps you ought to visit the village where I live. It's a place where we could use the likes of you. We are worried by strange tales of happenings to the east, around Firetop Mountain, which towers above its tiny brethren of Moonstone Hills, and is a good two days' walk from our village. Vile creatures have been seen entering the mountainside through a cave. The mountain is ruled from its depths by a mighty sorcerer - a Warlock! When our crops started to fail, we knew it must be because of the evil coming from Firetop Mountain. We sent our bravest men into the mountain to root out the Warlock, but none of them returned save one, and he was but a shadow of the man he was before he set out. He could only mumble a few words about his terrible experience. Now we live without hope, waiting for doom to descend upon us like the inevitable rain. Stranger, if it's adventure you seek, you will find none more dangerous than within the tunnels of Firetop Mountain. We have no money to pay you, but it is said that the Warlock has great riches locked away in a magnificent chest inside the mountain.'

You tell the old man that the challenge interests you and that you will go with him to his village to find out more about this infamous Warlock of Firetop Mountain.

A few hours later you arrive at the small village of Anvil and are greeted by an anxious group of locals and peasant farmers. They

become very excited as the old man tells them that you are going to try to defeat the Warlock. They crowd round you, each eager to give you advice and warnings about the dangerous quest ahead. They tell you many facts about the mysterious Warlock's sanctuary, but you feel unsure about the truth of any of them. There does, however, seem to be some truth in the rumour that the Warlock's treasure is stored in a magnificent chest with two locks, and the keys to these locks are guarded by various creatures within the tunnels. Other rumours are perhaps mere speculation. Some describe the Warlock as old, others as young. Some say his power comes from an enchanted deck of cards, others say it comes from the black silk gloves that he wears. A farmer insists that he saw warty-faced Goblins guarding the entrance to the mountain. He brags that his friend has killed one who was stupid and fell into a trap baited with food and drink. In a more serious tone, the head villager advises you to keep a good map of your wanderings, for without one you will end up hopelessly lost inside the mountain as those before you have done. He also tells you that the unfortunate villager who returned told of fearsome creatures towards the inner chambers, which can be reached by crossing an underground river. He tells you to beware the strange ferryman who charges Gold Pieces for his services.

The next day, you try to concentrate on the coming journey, and images of the Warlock and all his evil servants keep rushing through your mind. You practise your swordplay and eat as much as you are able to build up your strength.

When you finally prepare to leave, the whole village turns out to wish you a safe journey. Tears come to the eyes of many of the women, young and old alike. You can't help wondering whether they are tears of sorrow shed by eyes which might never see you alive again ...





### 1

At last your two-day hike is over. You unsheathe your sword, lay it on the ground and sigh with relief as you lower yourself down on to the mossy rocks to sit for a moment's rest. You stretch, rub your eyes and finally look up at Firetop Mountain.

The very mountain itself looks menacing. The steep face in front of you looks to have been savaged by the claws of some gargantuan beast. Sharp rocky crags jut out at unnatural angles. At the top of the mountain you can see the eerie red colouring – probably some strange vegetation – which has given the mountain its name. Perhaps no one will ever know exactly what grows up there, as climbing the peak must surely be impossible.

Your quest lies ahead of you. Across the clearing is a dark cave entrance. You pick up your sword, get to your feet and consider what dangers may lie ahead of you. But with determination, you thrust the sword home into its scabbard and approach the cave.

You peer into the gloom to see dark, slimy walls with pools of water on the stone floor in front of you. The air is cold and dank. You light your lantern and step warily into the blackness. Cobwebs brush your face and you hear the scurrying of tiny feet: rats, most likely. You set off into the cave. After a few yards you arrive at a junction. Will you turn west (turn to **71**) or east (turn to **12**)?

### 2

*Test your Luck.* If you are Lucky, you escape without attracting the Ogre's attention. If you are Unlucky, you curse as you kick a small stone which goes skidding across the cavern floor. You draw your sword in case the Ogre has heard it—turn to **16**. If you were Lucky, you creep down the corridor back to the crossroads. Turn to **269**.

### 3

The bell gives a dull clang and after a few moments you see a withered old man climb into a small rowing boat moored on the north bank. He rows slowly across to you, moors the boat and limps towards you. He asks you for 3 Gold Pieces. When you protest at the price he mumbles some flimsy excuse about 'inflation'. He begins to get angry at your protestations. Do you pay him the 3 Gold Pieces (turn to **272**) or threaten him (turn to **127**)?

### 4

You are in a short passageway which comes to a dead end several metres ahead of you. You may search for secret passages (turn to **146**), or you may return to the crossroads and either follow the passage ahead to the north (turn to **191**), or turn to the west (turn to **11**).

### 5

A rough timber doorway is on the east wall of the passage. You listen at the door and can hear a jolly sort of humming sound. Do you want to knock on the door and go in (turn to



**97**) or will you continue northwards (turn to **22**)?

### 6

The large solid door has no handle. You charge it, but to no avail. The door is not going to budge. You decide to give up and go through the opening you passed in the east-west passageway some way back. Turn to **89**.

### 7

You are on the north bank of a fast-flowing river in a large underground cavern. Turn to **214**.

### 8

The passage ahead ends at a sturdy door. You listen but hear nothing. You try the handle, it turns, and you enter the room. As you look

around you hear a loud cry from behind you and swing round to see a wild man leaping towards you wielding a large battle axe. He is a mad BARBARIAN and you must fight him!

BARBARIAN SKILL 7 STAMINA 6

There is a door in the north wall opposite, through which you may *Escape* during the battle (turn to **189**). If you defeat the Barbarian, turn to **273**.

### 9

Amazed at the success of your bluff, you decide to push your luck a little further. You can either examine the Skeletons' tools or pretend you're looking for work-sheets and look through the drawers of the various benches. If you choose the tools, turn to **34**. If you search the drawers, turn to **98**. You hear a noise from behind the north door and realize you will have to hurry!

**10**

You arrive back at the junction and turn northwards. Turn to **77**.

**11**

You follow the passage westwards until it turns round a corner to the south. Just before the bend is a signpost which reads 'Under Construction'. In front of you is the beginning of a stairway leading downwards. Only three steps have been built so far. A number of shovels, picks and other tools were lying on the ground by the steps but, as you turned the corner, they suddenly flurried into action and began working on the steps. You are now watching various tools digging and hammering as if being handled by invisible workers. A humming chant becomes louder and you recognize it as: 'Heigh-ho, Heigh-ho, it's off to work we go . . .' As you stand watching you start to chuckle – the scene is quite amusing. You sit and watch and even manage to chat to some of the magical tools. Gain 2 STAMINA points and 1 SKILL point whilst you relax. Then turn back up the passageway to the crossroads where you may go either northwards (turn to **191**) or southwards (turn to **250**).

**12**

The passageway soon comes to an end at a locked wooden door. You listen at the door but hear nothing. Will you try to charge the door down? If so turn to **156**. If you would rather turn round and go back to the junction, turn to **92**.

**13**

Your head hurts and you feel dizzy as you rise to your feet. The four men stir into action and move towards you in single file with their weapons ready. You grope your way down the wall for the south door but it will be touch and go whether you make it. Your foot slips on a loose pebble and you fall to the ground. Before you can regain your footing, the creatures are upon you. Turn to **105**.

**14**

You see a well-used door on the right-hand (east) side of the passageway. With your ear to the keyhole, you listen and hear a man screaming for help from inside. Will you open the door (turn to **213**) or walk on (turn to **79**)?

**15**

As you sit on the bench and eat your food, you begin to feel deeply relaxed and the aches from your body seem to be soothing themselves away. This resting place is enchanted. You may restore 2 additional STAMINA points as well as the normal amount (but only if this does not exceed your *Initial* STAMINA score) and restore 1 SKILL point if any have been lost. When you are ready to continue, move along the passage and turn to **194**.

**16**

You draw your sword, and as you do so the Ogre hears you and prepares to attack:

OGRE SKILL 8 STAMINA 10

If you defeat him, turn to **50**. After the second Attack Round, you may *Escape* down the passage (turn to **269**).

**17**

Using the wooden stake and mallet (or makeshift mallet if you aren't carrying one), you form a cross and move towards the Vampire, backing it into a corner. It hisses and snatches at you but cannot come near you. However, it is going to be tricky getting the stake through its heart.

As you advance, you stumble and fall forwards. As luck would have it, the stake flies forward and plunges into the shrieking creature. *Test your Luck*. If you are Lucky, the stake pierces the Vampire's heart. If you are Unlucky, the Vampire is merely grazed by the wound (deduct 3 points from its STAMINA) and it flings you backwards across the room towards the west door. To *Escape* through it, turn to **226**. To keep on fighting, turn to **144**. If you were Lucky and killed the Vampire, you may look for its treasure – turn to **109**.

**18**

You walk westwards along the passageway. After fifty metres or so, the way turns northwards. Two or three paces up the passage, you hear a rumbling beneath your feet and you try to leap back as the ground gives way. *Test your Luck*. If you are Lucky, you manage to leap quickly backwards before a pit opens. If you are Unlucky, you are too slow and you fall over two metres down into a pit – lose 1 STAMINA point. If you were Lucky, you had better return to the junction (turn to **261**). If you were Unlucky, turn to **150**.

**19**

These two evil creatures are GOBLINS. They attack you one at a time.

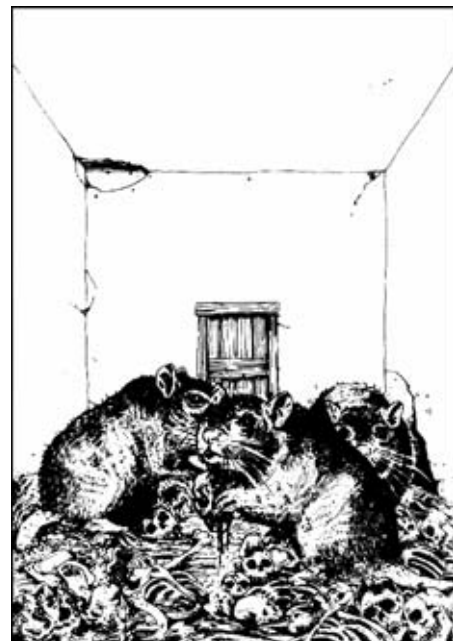
	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

If you kill the Goblins, turn to **260**.

**20**

The passage continues for quite some time, then you reach the foot of a staircase cut into the rock. You ascend the stairs and they end at a wooden door with rusty hinges. Listening at the door, you can hear some scratching sounds. You try the handle and the door creaks open. You step into a bare room scattered with bones. There is a door on the wall opposite. Gnawing at the bones are three GIANT RATS which stop to look at you as you enter. Each is at least one metre long and their tatty coats indicate that they are fighters. You will have to take them on if you are going to get through the room, as they no doubt see you as a tasty meal. If you have collected any

Cheese during your adventure, turn to **32**. Otherwise, turn to **59**.



**21**

The green blood of the dead Orcs smells foul as it seeps from their bodies. You step around the corpses and investigate the chest. It is a sturdy affair, made of strong oak and iron, and it is firmly locked. You may try to smash the lock with your sword (turn to **131**) or leave it alone and go through the open door (turn to **26**).

**22**

Northwards the passageway ends at a solid wooden door. You listen at the door but can hear nothing. There appears to be no choice but to open the door and enter the room, which you do. It's a large square room. You flash your lantern around the room and catch a quick glimpse of its emptiness – although there are murals on the wall – before your lantern suddenly goes out. You try to re-light it, but it will not catch. In the blackness you hear a succession of frightful noises. Howls, screams, cries and wails are getting louder and louder until they reach the pitch where you must cover your ears. Do you have a Blue Candle? If so, turn to **239**. If not, turn to **40**.



**23**

The passageway ends in a solid doorway and you are surprised to see a leather skirt tacked along the bottom of the door. You listen but hear nothing. Will you enter the room (turn to **107**) or return to the junction (turn to **229**)?

**24**

After you have suffered your third wound, you notice that your strength is ebbing. Lose 1 SKILL point. You deduce that this is yet another magical power of this foul creature and you feel a shiver of panic. Will you continue or run? If you want to *Escape*, pay the penalty and turn to **175** to flee through the north door. Otherwise the fight goes on.

If you defeat the creature, turn to **135**. But from now on, every third wound that the beast inflicts takes 1 point from your SKILL.

**25**

The paintings are portraits of men. Your spine shivers as you read the nameplate under the one on the west wall – it is that of Zagor, the Warlock whose treasure you are seeking. You look at his portrait and realize you are pitting yourself against an awesome adversary. You have the feeling that you are being watched and notice the piercing eyes following you as you move. You find yourself drawn towards his portrait and your fear rises. Lose 1 SKILL point. Do you have the courage to try to combat the Warlock? You may either leave through the north door straight away (turn to **90**) – but treat this as an *Escape*. Or you may look through your pack for a weapon to use against the Warlock's power – turn to **133**.

**26**

You arrive back at the junction in the passage and walk straight on eastwards. Turn to **113**.

**27**

The sword is enchanted and will aid you in battle. As long as you use this sword, you may increase your *Initial* SKILL by 2 points. You may also add 2 points to your current SKILL value. Add 2 points to your LUCK for finding this sword. Throw your old sword away and turn to **91**. If you would rather keep your own sword, leave your SKILL as it is and just take the LUCK bonus.

**28**

The mighty Giant lies dead! You search his cavern and find little of use, although a purse

in his belt contains 8 Gold Pieces and a metal key marked with the number *9*. You are a little concerned about the second chair. To whom does it belong? You decide to leave the cavern the way you came. Turn to **157**. But add 2 LUCK and 2 SKILL points for your victory.

**29**

Apart from the boots, which you decide to ignore, there appears to be little of value in the cavern. You decide to head back the way you came. Turn to **215**.

**30**

The box contains a small leather-bound book entitled *The Making and Casting of Dragonfire*. You open the pages and begin to read. Fortunately it is written in your own language and so was probably not understood by the Orcs – otherwise this treasure would certainly not be as loosely guarded as it was.

The book is written in tiny handwriting by Farrigo Di Maggio. In it he tells the story of his life's work; the creation of the Dragonfire spell with which to fight evil Dragons. You read how, in his last years, Farrigo finally perfected his spell but by then was too old to make use of it. So he completed his book, locked it in a chest and hid it in the depths of Firetop Mountain, afraid that it might fall into the wrong hands. The last page reads:



You say these words slowly and softly. Suddenly the pages seem to glow and as this glow disappears, so do the words on the pages of the book. You repeat the spell to yourself to memorize it and leave the room. Turn to **42**.

**31**

If you have the jewel from the Eye of the Cyclops, you hold it in front of the Warlock. His intimidating stare turns to an expression of pain. He obviously feels the jewel's power. Suddenly his eyes turn white and his expression goes limp. Your confidence gains as you realize you have won your first real battle. Gain 2 SKILL points. Put the jewel into your pack and leave through the north door. Turn to **90**

**32**

You toss the Cheese across the room at the Rats and they scramble for it, nipping and scratching each other as they fight for it. Having distracted them, you pass through the room and leave by the door in the north wall. Add 2 LUCK points for your good fortune. Turn to **124**.

**33**

The sleeping creature awakens startled. He jumps up and rushes at you, unarmed. With your sword you should be able to defeat him, but his sharp teeth look rather vicious. You may *Escape* through the door (turn to **94**) or stand and fight the ORC who is attacking you.

ORC SKILL 6 STAMINA 4

If you defeat the creature, you may take the box. Turn to **147**.

**34**

Looking through the tools, you come across a mallet with a hardwood head and a chisel with a solid silver blade. You may keep either of these if you are prepared to forfeit one of the items of equipment you are carrying. If you wish to do so, make the appropriate adjustments to your Equipment List. The noise from the north door gets louder and you move up to investigate. Turn to **96**.

**35**

As you step into the room, the door swings shut behind you. As it closes, there is a click and a hiss. From the centre of the ceiling, a jet of gas is filling the room with an acrid vapour. You breathe and cough deeply. You look at the door and then the key. Will you return to the door and escape quickly (turn to **136**) or hold your breath and dash for the key first (turn to **177**)?

**36**

The locked door bursts open and a nauseating stench hits your nostrils. Inside the room the floor is covered with bones, rotting vegetation and slime. A wild-haired old man, clothed in rags, rushes at you screaming. His beard is long and grey, and he is waving an old wooden chair-leg. Is he simply insane as he appears, or has this been some kind of trap? You may either shout at him to try to calm him down (turn to **263**), or draw your sword and attack him (turn to **161**).

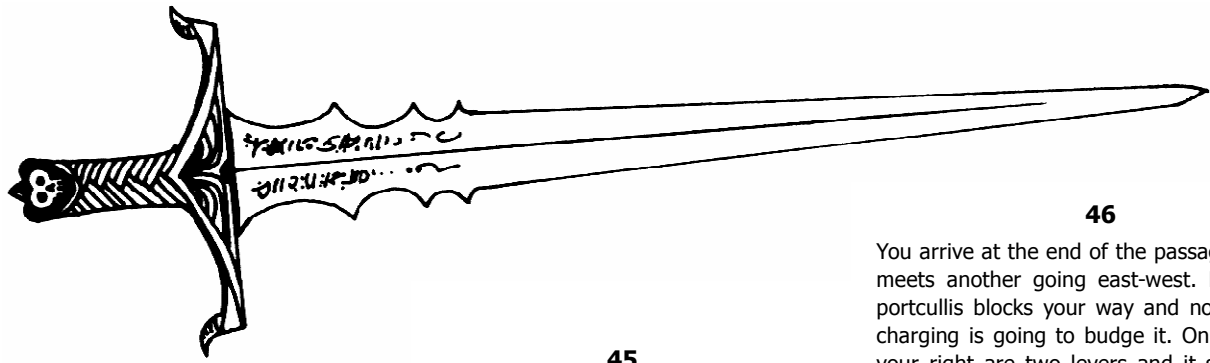
**37**

Standing at the crossroads you may go either north (turn to **191**), west (turn to **11**) or south (turn to **4**).

**38**

You open the door to find the Werewolf's larder, a miscellaneous collection of bones and decaying meats. The smell is nauseating, although a jar of pickled eggs seems to offer fairly palatable food. If you wish to take these,





there will be enough for two meals; add 2 points to your Provisions.

Back in the room you may now go out through the south door. Turn to **66**.

**39**

On the east wall of the passage you see another door, this time made of solid metal. Listening at the door you hear the sound of tortured screams coming from within. If you wish to try opening the door, turn to **102**. If you decide to ignore this room and continue up the corridor, turn to **46**.

**40**

The ear-piercing sound gets louder and louder. The pain is unbearable. Reduce your SKILL score by 1 for the agony. You begin to grope in the dark for a wall. Do you head for:

The west wall?	Turn to <b>167</b>
The north wall?	Turn to <b>265</b>
The east wall?	Turn to <b>181</b>

**41**

He is a powerful adversary – a WIGHT! He is large, strong and evil. The battle commences:

WIGHT            SKILL 9            STAMINA 6

You fight with your sword. After you have inflicted your first wound on him, turn to **64**.

**42**

You eventually arrive at the end of the passage, at a three-way junction. You may turn either to the west (turn to **257**) or to the east (turn to **113**).

**43**

To your left, on the west face of the passage, there is a rough-cut wooden door. You listen at the door and can hear a rasping sound which may be some sort of creature snoring. Do you want to open the door? If so, turn to **82**. If you wish to press on northwards, turn to **208**.

**44**

Panting after the struggle, you sit down to collect yourself and finish the Provisions you started. Eventually you pack your bag and wade into the stream. Turn to **256**.

**45**

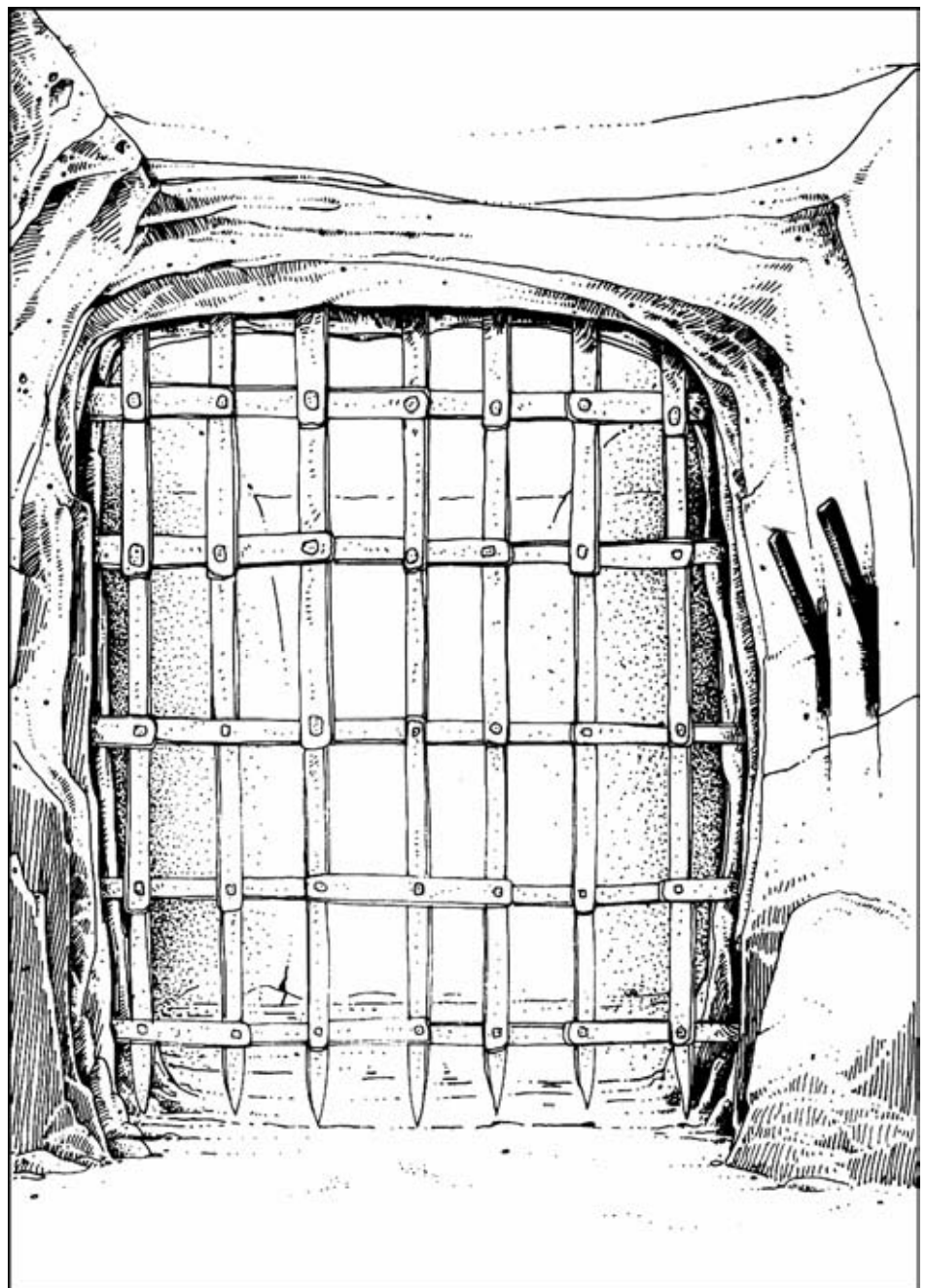
The Cheese hits the portrait and bounces off. You hear an evil laugh coming from the walls and realize the Warlock is mocking you. You decide to leave the room by the north door. Turn to **90**.

**46**

You arrive at the end of the passage, where it meets another going east-west. But an iron portcullis blocks your way and no amount of charging is going to budge it. On the wall to your right are two levers and it seems likely that these levers have something to do with raising the portcullis. Do you wish to pull the right lever or the left lever?

Right  
Left

Turn to **128**  
Turn to **243**





**47**

In the middle of the river, the bridge swings to and fro as it strains to take your weight. The handrail comes away suddenly as you lean on it. Roll one die. A roll of 6 sends you plunging into the river below – turn to **158**. Any other number means you regain your balance. To go on, turn to **258**.

**48**

The old man is furious at your killing his dog! His eyes turn white with anger. He slowly rises from his seat and as he stands he appears to gain in size and stature. He is changing in front of your eyes. He sprouts hair on his face and forearms. His nose lengthens and becomes dog-like. His teeth are pointed. He is a WEREWOLF and he advances towards you.

You can *Escape* only through the door behind you to the south (turn to **66**). Otherwise you must fight him:

WEREWOLF SKILL 8 STAMINA 8

If you defeat him, turn to **203**.

**49**

The door squeaks open on rusty hinges. The room is dark and your eyes begin to adjust themselves as you close the door behind you. You hear a shuffling in the room but before you can react, a blow to your head knocks you senseless. Lose 2 STAMINA points and turn to **122**.

**50**

The slain creature crashes to the ground. You go through his garments and find nothing, but there is a small pouch hanging round his neck. Inside this pouch are 3 Gold Pieces. You may take these if you wish. Nothing else is of value in the cavern so you leave and head back to the junction. Turn to **269**.

**51**

You drink the Potion and can see the look of astonishment spread across the Troll's face. He comes up to you and feels for you, but you step aside and he gropes the air fruitlessly. He thrashes around, clutching for you, but you are easily able to sidestep him. Eventually he gives up and returns to his chamber, just in time, as you feel yourself reappearing. Add 2 LUCK points. You may leave along the passage to the north. Turn to **20**.

**52**

*Test your Luck* three times. If you are Lucky each time, you make it across to the far door and can leave the room. Turn to **162**. On the first throw that you are Unlucky, you step on a hand the – turn to **108**.

**53**

You charge the door, hitting it squarely with your shoulder. Roll 2 dice. If the number



rolled is equal to or less than your SKILL score, the door opens (turn to **155**). If the number exceeds your SKILL score, the door shudders but does not budge, and you wince in pain as you hit the door – lose 1 STAMINA point and continue up the corridor (turn to **39**).

**54**

The passage twists and turns and eventually ends in a solid iron door. You listen but hear nothing. You can try to open the door (turn to **134**) or you can go back to the junction (turn to **87**).

**55**

Roll two dice. If the total rolled is less than or equal to your LUCK score and is also less than or equal to your STAMINA Score, then you manage to hold on and manoeuvre the raft across to the north bank (do not deduct a LUCK point). You arrive safely, but as you step on to the bank, the raft drifts away and makes its own way across the river to the south bank. Turn to **7**.

If you exceed your LUCK and/or STAMINA totals, the raft throws you into the water and you start to swim back to the south bank. Turn to **166**.

**56**

As your sword splashes into the water, a bubbly voice says, 'Thank you!' It now seems that the only way onwards is to swim downstream to the east. You plunge into the water. Turn to **256**.

**57**

As you enter the cavern you hear loud footsteps behind you, crunching heavily on the rocky floor. You crouch down beside the entrance in a small alcove in the rock. The steps get louder and you see a great OGRE enter the cavern! He stands over two metres tall and is dressed in ill-fitting garments made from some sort of hide. He carries a large wooden club. You may:

- Attack him as he enters Turn to **16**
- Try to creep out without him noticing you Turn to **2**
- Try to distract him by throwing something into a far corner of the cavern Turn to **119**

**58**

Cautiously you creep along the passageway. After a short time it turns sharply to the north. At the corner there is a bench of solid wood

and above the bench a sign reads 'Rest Ye Here Weary Traveller'. Here you may stop and eat Provisions if you wish (turn to **15**) or continue (turn to **194**).

**59**

You draw your sword and wait for the Rats to spring. As the leader prepares to jump, you shout loudly and leap forward at it. Your cry frightens off the other two and they scamper back a few paces. Fight each of the Rats in turn:

	SKILL	STAMINA
First RAT	5	4
Second RAT	6	3
Third RAT	5	5

If you win, you may leave through the door in the north wall. Turn to **124**.

**60**

The creature you are facing is a VAMPIRE! You have various lines of attack. Your sword will do little real damage. A Crucifix will hold him at bay but will not kill him. If you have either of these you may use it to get you through the west door (turn to **226**). If you are determined to kill the Vampire, you must overpower it and drive a wooden stake through its heart. If you have a wooden stake and wish to try to kill the Vampire, turn to **17**. If you have none of these, draw your sword and turn to **117**.

door. To try the door, turn to **6**. If you would prefer to return along the passage and go through the narrow opening, turn to **89**.

**63**

As you walk along the corridor, you can see ahead that it is getting narrower. At one point you stoop, and as you do so, a deep, resonating laugh starts up around you. Do you wish to continue? If so, turn to **179**. If you wish to turn back, turn to **10**.

**64**

Something is not quite right. You landed a fair blow on him, but he appears not to have noticed the wound! You deduce that this Undead creature is not vulnerable to normal weapons. You may choose a new weapon. Armed with this, or your old weapon, turn to **211**.

**65**

As you spring at the Chieftain, his servant rises to his feet, picks up a hefty wooden stick and joins the mêlée. But to your disappointment he attacks you! Ungrateful wretch! Seeing this, you may *Escape* through the door down the corridor (turn to **26**) or continue the fight (turn to **206**). If you choose to *Escape*, you suffer normal escaping penalties.

**67**

The passageway ends in a door at which you listen but hear nothing. Trying the handle, you find that the door opens to reveal a large, square room. The room is completely bare, but the floor is covered in a mosaic of tiles. Two shapes stand out on the floor; star-shaped tiles and hand-shaped tiles. A door on the opposite wall is the only way through. Will you:

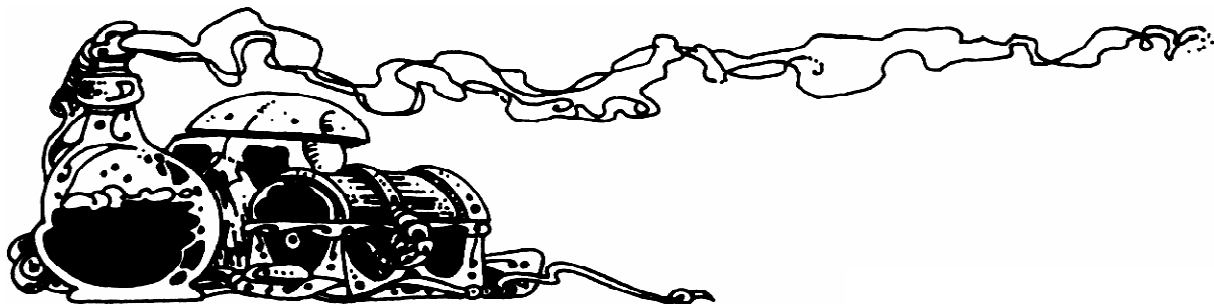
- Walk across the room to the door? Turn to **52**
- Walk across the room stepping only on stars? Turn to **178**
- Walk across the room stepping only on hands? Turn to **108**

**68**

The two GOBLIN torturers look at each other amazed, then look at you. They chatter to themselves and then indicate for you to wait while they go off and get another Dwarf to give them some more fun. They disappear out of the room and you cut down the Dwarf who is, as you guessed, quite dead. You decide it best to leave and press on northwards up the corridor. Turn to **46**.

**69**

Some way along the passage, the corridor bends round to the north and you follow it until you reach another junction. At this



**61**

As you investigate the cavern, you suddenly hear a scurry of steps behind you and swing round to face the grotesque black shape of a GIANT SPIDER which has been stalking you. The Spider's body is at least a metre across and you quickly draw your sword to defend yourself.

GIANT SPIDER	SKILL 7	STAMINA 8
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If you win the battle, turn to **29**. You may *Escape* from the fight down the passageway after two Attack Rounds and will end up at the junction – turn to **215**.

**62**

You continue along the passageway to the east. After some thirty metres it turns to the south. Following it round the bend you eventually come to a stop at a large armoured

**66**

The door opens and you find yourself in the passage leading back to the riverbank. You return to the river and may now either go for the door in the middle of the rock face (turn to **104**) or go down the passage running off eastwards along the riverbank (turn to **99**).

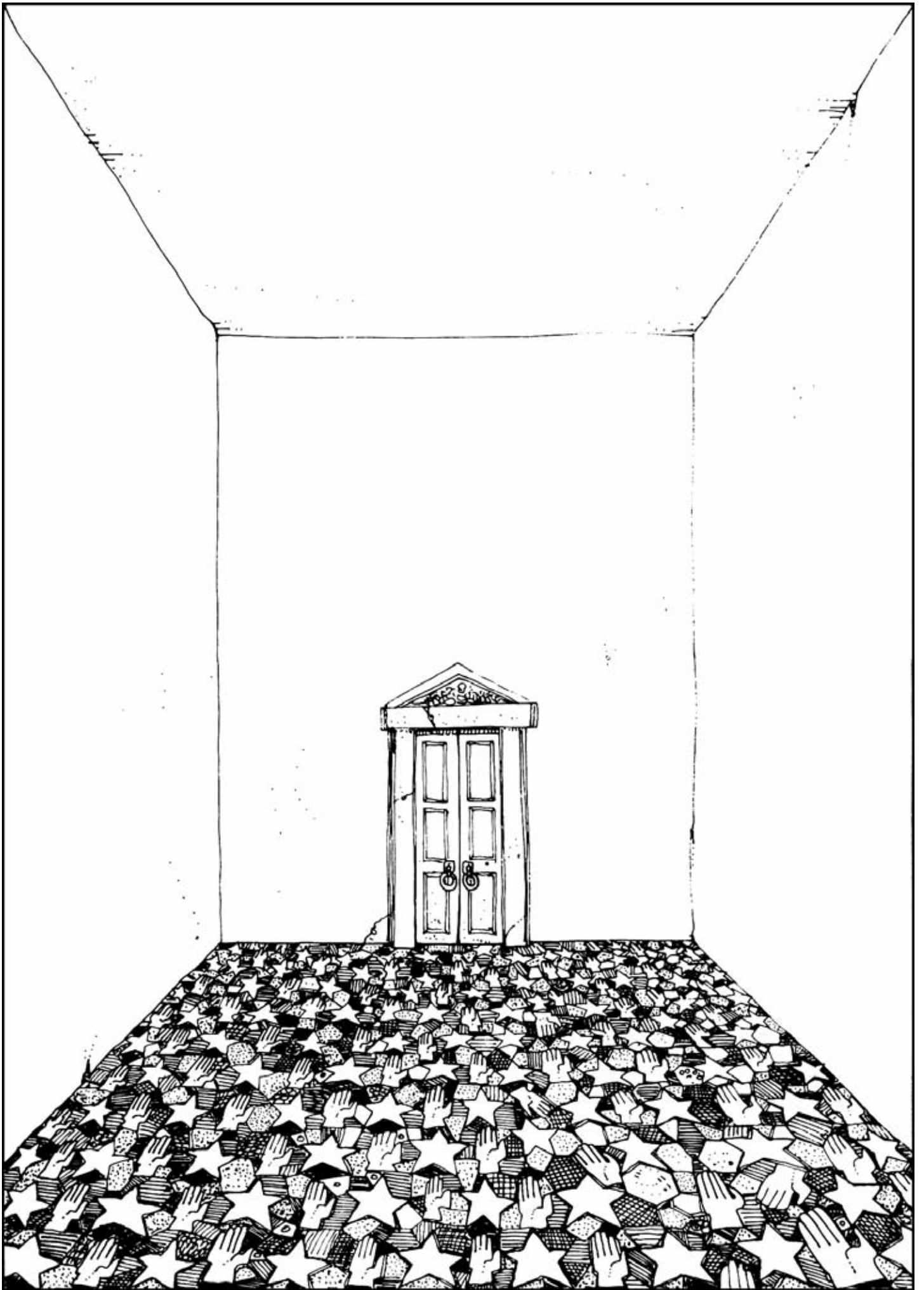
junction you see an arrow cut into the rock, pointing to the north, and you decide to try this direction. Turn to **244**.

**70**

You check over the body. The poor wretch was obviously caught in the same way that you were, but his weaker skull shattered under the club's blow. He wears a suit of leather armour no better than your own, holds a wooden shield on one wrist and clutches a steel-bladed sword in his other hand. In his pockets are 8 Gold Pieces and around his neck is a silver crucifix.

You may take any two of these items you wish. Write them on your Equipment List and turn to **221**. Also add 1 LUCK and 1 SKILL point.







**71**

There is a right-hand turn to the north in the passage. Cautiously you approach a sentry post on the corner and, as you look in, you can see a strange Goblin-like creature in leather armour asleep at his post. You try to tiptoe past him. *Test your Luck*. If you are Lucky, he does not wake up and remains snoring loudly – turn to **43**. If you are Unlucky, you step with a crunch on some loose ground and his eyes flick open – turn to **248**.

**72**

You now have a fresh set of armour, equivalent to your own. Decide which of the two you wish to keep, throw the other away, and turn to **91**.

**73**

The passage ahead leads you northwards. The rocky floor becomes sandy until even

tually you are walking on a sort of coarse sand. You notice the passage is widening and ahead you can hear a flowing river. You continue until you find yourself in a large cavern through which a river flows. Turn to **218**.

**74**

*Test your Luck*. If you are Lucky, you break his gaze and can prepare to attack. Turn to **60**. If you are Unlucky, you are under his control and drop your sword at his command – turn to **118**.

**75**

You sit back and rest from the exhausting battle. You may eat Provisions here. You prise the jewel from the still statue. It is heavy in your hand and is worth 50 Gold Pieces. You put it in your pack. As you explore the room and the statue, you notice that one of its breastplate sections is loose. When you open this, a small key is inside. You examine this

and notice the number **99** on it. With a smile you put the jewel and the key in your pack and set off back to the junction. Turn to **93**, after adding 3 LUCK points – you have a valuable artefact here.

**76**

You arrive at another junction. An arrow on the wall points northwards and you decide to proceed in this direction. Turn to **244**.

**77**

Several metres up the passageway you arrive at a junction where you may turn either west or east. Set in the rock on the north wall is a small recess where you may rest and eat Provisions without being seen. If you wish to take Provisions here, do so. Afterwards you may set off either eastwards (turn to **148**) or westwards (turn to **18**).

**78**

The passage ends at a solid wooden door with metal hinges. Listening at the door, you hear strange mutterings and the clatter of what could be pots and pans. Whatever is in there, there are several of them. Do you want to go through the door (turn to **159**) or turn back (turn to **237**)?

**79**

Further up the passage you see a door in the east wall. You listen hard, but can hear no sound. Do you want to open the door to investigate? If so turn to **223**. If you want to walk further up the passage, turn to **39**.

**80**

The key fits the lock and opens the door. You find yourself in a large boathouse. Various boats, in different stages of construction, are lying around. Apart from the door behind you there is another in the north wall. As you enter, the Skeletons stop their work and crane their bony necks around to look at you. They pick up planks of wood and hammers and advance towards you. There are five of them. Do you:

- Smile nervously and back out of the door into the passage? Turn to **129**
- Tell them you've come about buying a boat? Turn to **123**
- Tell them you're their new boss and order them back to work? Turn to **195**
- Draw your sword and prepare for battle? Turn to **140**

**81**

A noise startles you, prompting you to leave the room quickly. You walk up to investigate the north door. Turn to **205**.

**82**

The door opens to reveal a small, smelly room. In the centre of the room is a rickety

wooden table on which stands a lit candle. Underneath the table is a small wooden box. Asleep on a straw mattress in the far corner of the room is a short, stocky creature with an ugly, warty face; the same sort of creature that you found asleep at the sentry post. He must be the guard for the night watch. You may either return to the corridor and press on northwards (turn to **208**) or creep into the room and try to take the box without waking the creature. If you want to try to steal the box, *Test your Luck*. If you are Lucky, he does not wake up – turn to **147**. If you are Unlucky, turn to **33**.

**83**

*Test your Luck*. If you are Lucky, you make it out through the north door – turn to **175**. If you are Unlucky, turn to **154**.

**84**

The door opens into a small room, comfortably furnished with stable, several chairs and a large bookcase which covers one wall. Seated at the table is an old man with a long grey beard, and squatting on the old man's shoulder is a small winged beast. This creature is no more than six centimetres tall. It has two arms and legs; its skin is a dusty grey colour. It has tiny sharp white teeth and its wings are folded behind its back. The old man says nothing as you walk in through the door, but he beckons you over to sit down at the table. He is tossing in his hand two small white objects. Will you:

- Sit down as he tells you? Turn to **204**
- Leave the room and return to the junction? Turn to **106**
- Draw your sword and rush forward? Turn to **220**

**85**

The water is icy cold. You start to swim and notice that your splashing are attracting a moving 'turbulence' in the water. Will your strength and stamina hold out? Roll two dice. If the roll is equal to or less than your STAMINA score, you believe you can make it and swim furiously for the north bank – turn to **151**. If the roll totals more than your STAMINA score, you decide not to risk it and return to the south bank – turn to **218**. You may eat Provisions on the south bank.

**86**

A huge jaw yawns open in front of you. By the size of it, the CROCODILE you are swimming towards must be at least three metres long. The beast slaps its tail in the water and glides towards you. You must fight two Attack Rounds.

CROCODILE SKILL 7 STAMINA 6

Your combined thrashings attract a 'turbulence' in the water that you had noticed before and this now makes its way towards your part of the river. Out of the corner of your eye you notice this and must decide what to do. If you believe that the Crocodile is on its



last legs and you wish to continue the battle, then do so. If you win, turn to **259**. Otherwise you can keep the beast occupied in the faint hope that this mysterious visitor will help you in some way. Have one more Attack Round and turn to **152**.

**87**

You arrive back at the junction and this time turn northwards. Turn to **262**.

**88**

You enter another small room, bare except for a fountain in the middle. Not a particularly grand affair, the fountain is a small carved fish, and a short jet of water comes from its mouth. A wooden sign hangs from the fish and this bears a message. It is written in

Goblin tongue, at which you are not very proficient. The first word you cannot understand but the others read: '. . . NOT DRINK'. But you are extremely thirsty. Will you drink from the fountain? If so, turn to **216**. Otherwise you can pass it by and leave through a door in the north wall (turn to **230**).

**89**

You climb through the opening and find yourself at the top of a narrow staircase leading downwards . . .

You have now completed Part One of *The Warlock of Firetop Mountain*. Where will your adventure take you? What dangers lie ahead of you down this narrow staircase? Will you meet the Warlock? Or, more importantly, will you reach his treasure? This adventure is concluded in the next issue of *Warlock*,

available in May. Remember to keep a careful record of your character. Its SKILL, STAMINA and LUCK scores must be carried over to Part Two. And you may need some of the items you have found in Part One to see you through the adventure . . .

### 90

You open the door into a narrow passage and follow it northwards. Some metres up the passageway, it turns to the east, then turns to the north. However, at this second bend, there is a small alcove in the rock. It seems a convenient hiding place and a large rock forms a comfortable seat. You may stop here and eat Provisions if you wish. When you have rested, continue northwards. Turn to **253**.

### 91

To find the secret of the second item you have collected, turn to **221** and investigate. If you have already investigated both items, turn to **81**.

### 92

You arrive back at the junction in the passage. You look left to see the cave entrance in the dim distance but walk straight on. Turn to **71**.

### 93

You arrive back at the junction and this time you turn northwards. Turn to **8**.

### 94

You run out of the room and slam the door shut behind you. You turn northwards up the passageway passing a similar-looking door further up. Turn to **180**.

### 95

You find nothing remarkable about the weapons, in fact not a single weapon looks more useful than your sword. As you search the debris, you hear a deep thumping from the north followed by a scream which sends a shiver down your spine. You rush to the north door to investigate. Turn to **205**.

### 96

The door opens into a short corridor about fifteen metres long. There are two doors, one

at each end. You now realize what the noise was. More Skeletons! Four of them, armed with swords, are running down the corridor towards you.

They don't appear to have seen you and you notice a slight recess in the wall which may be a useful hiding place. You decide to try it. Turn to **212**.

### 97

A voice bids you 'Come in!' and you walk into a small room furnished with a table and chair, shelves, cupboards and the like, all of which have seen better days. Plates, bowls, cups and hundreds of old books line the shelves. In the midst of all this clutter, you see a little old man in a grubby white gown swaying to and fro in a rocking chair, still humming happily to himself, his eyes fixed on you, but seeming at peace with the world. He bids you 'Good day.' Do you:

Start to make conversation with him? Turn to **120**

Draw your sword and charge at him? Turn to **247**

Decide not to waste time with him and leave, going northwards? Turn to **22**

### 99

The passageway runs eastwards. Ahead of you, you can see that a solid-looking door blocks the passage. You step up to investigate. Turn to **228**.

### 100

After a few metres you reach another three-way junction. You may go either northwards (turn to **8**) or eastwards (turn to **255**).

### 101

Your lucky throw catches the Vampire unawares and he shrieks in agony as the stake sinks into his heart. You leap over and thrust it further into his body. His death cries grow weaker and his lifeless body slumps to the floor. Turn to **109**.

### 102

The door is not locked and opens. The room in front of you seems to be a small torture chamber, with various torture devices around the walls. In the centre of the room, two small, hunchbacked creatures are having their fiendish way with a Dwarf, who is tied to a hook in



### 98

The drawers are full of nails, tacks and various bits and pieces. In one drawer is a silver-tipped throwing dart. You may use this in any battle to throw at your opponent before the battle starts. When you use it, you do not have to match up Attack Strengths, as you are throwing it from a distance. But you must throw one die to see whether your aim is true. If you roll a number between 1 and 4, the dart strikes its target and inflicts 2 STAMINA points of damage. If you roll a 5 or 6, it misses and the battle proper will commence. You may keep this dart if you discard one item of equipment you are carrying. Adjust your equipment on your *Adventure Sheet* if you wish to take the dart. The noise from the north gets louder. You go to the north door to investigate. Turn to **96**.

the ceiling by his wrists. The two hunchbacks are poking and cutting him viciously with their swords. The Dwarf lets out a final scream and falls silent, eyes closed. His captors make disappointed noises and look round angrily at you as if it were your fault that the Dwarf has collapsed. You must act quickly. Will you:

Close the door quickly and continue up the corridor? Turn to **46**

Draw your sword and try to fight the creatures? Turn to **19**

Stride over to the Dwarf, give him a jab with your sword and put on an evil laugh for the torturers? Turn to **68**





**103**

You place the helmet on your head. It fits well. A glow begins to fill your body and you seem to possess a power and confidence beyond anything you have felt before. The helmet is blessed with magic and will allow you to add 1 point to all future dice rolls when computing your own Attack Strength during combat so long as you wear it. Note this on your Equipment List and return to the junction (turn to **87**).



**104**

You find yourself in a short, narrow passageway with a door ahead to the north. You try this door. Turn to **49**.

**105**

The four creatures shuffling towards you are mindless ZOMBIES. Their vacant eyes suggest that their actions are controlled by a will which is not their own. You are still too dizzy to think properly, but you must act quickly. The first Zombie reaches you and prepares to swing his club. You must fight him.

ZOMBIE SKILL 7 STAMINA 6

If you defeat the first Zombie, add 2 LUCK points and turn to face the other three (fight each in turn):

	SKILL	STAMINA
ZOMBIE with scythe	6	6
ZOMBIE with pick	6	6
ZOMBIE with axe	6	5

If you defeat all four, turn to **115**.

**106**

You arrive back at the junction and this time take the passageway to the east. The passageway runs for several paces eastwards, then turns north. Turn to **67**.

**107**

You enter a small room with bare, rocky walls. On the far wall hangs a golden key. There appears to be no other way out of the room. Do you want to go for the key (turn to **35**) or leave it and return to the junction (turn to **229**)?

**108**

The moment your foot touches a hand tile, you feel a vice-like grip on your ankle and look down to see a ghostly white hand gripping your leg. You fight for your balance and manage to regain it. But to your horror you see that, from every hand-shaped tile in the floor, a similar apparition has appeared, and

the floor across to the door is now scattered with ghoulish hands, flexing and snatching in the air. You draw your sword and chop at the hand. Resolve this battle:

HAND SKILL 6 STAMINA 4

If you win, turn to **185**.

**109**

The body on the floor turns visibly older in front of your eyes. The face looks fifty, then ninety, then well over a hundred years old. The skin rots and the eyes decompose as you watch. You notice a movement coming from the creature's chest. As the remnants of the Vampire decay, a small black face breaks through its chest. It resembles a small black shrew, but as it frees itself and unfurls its wings you realize it is a bat. You lunge at it, but it flaps away in the darkness.

You search the whole chamber quickly (remember there are several other coffins there!)

and find 30 Gold Pieces, a book, and a Y-shaped stick. You may take these items (enter them on your *Adventure Sheet*) if you will leave behind one item of Equipment you are already carrying.

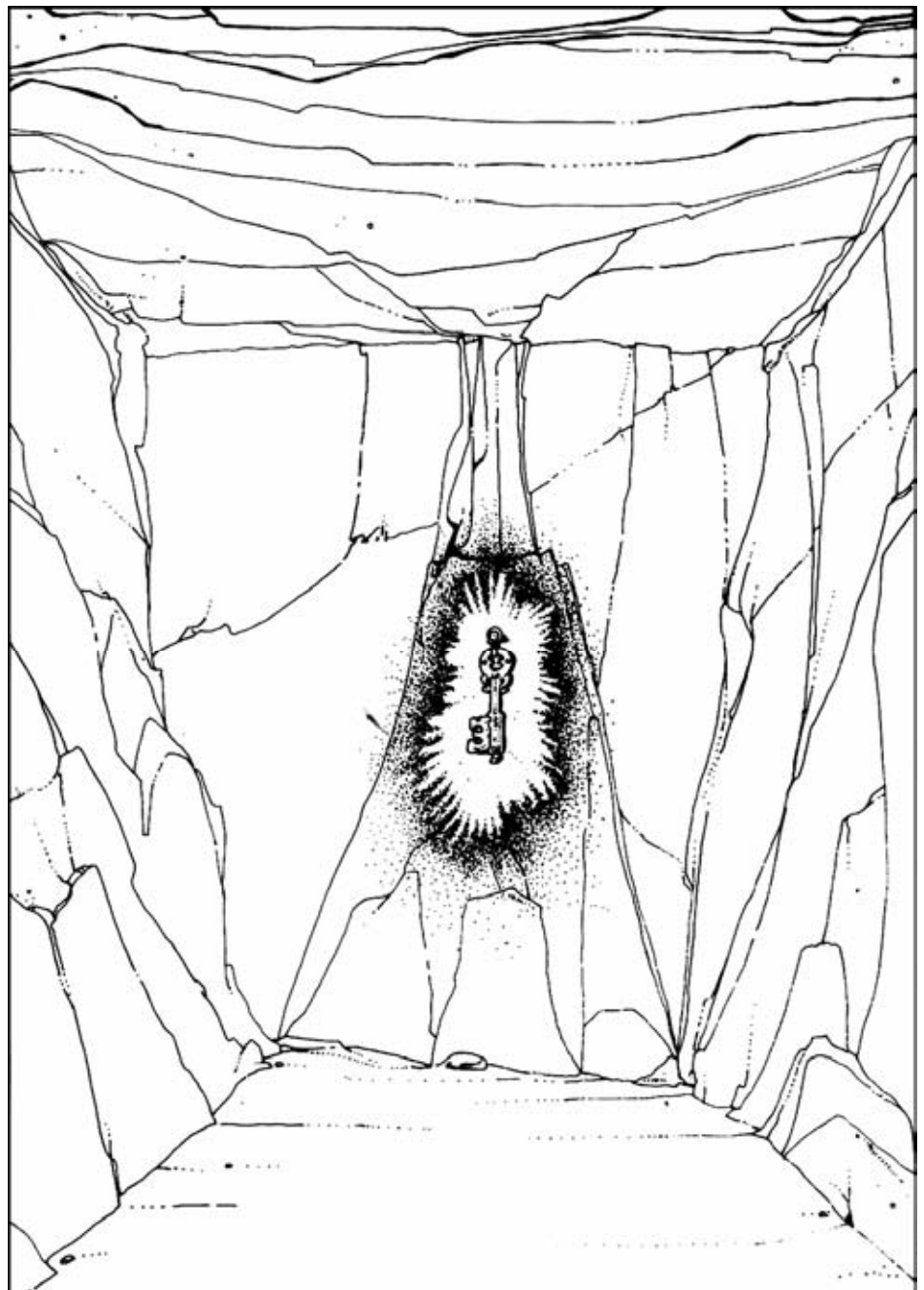
You can leave through the west door. Turn to **226**. If you are hungry you may take Provisions here, and you can add 3 LUCK points for defeating the Vampire.

**110**

You are now 8 Gold Pieces richer. You also find another 2 Gold Pieces in his boot, hidden there for safety. Turn to **91**. Record the Gold on your *Adventure Sheet*.

**111**

He will not be pacified. As you shift uneasily around the room, he shouts a word at the dog. Turn to **249**.







**112**

Both pieces of wood are Y-shaped and smooth, as if washed up from a river. You may put these in your pack and then either leave through the north door (turn to **73**) or stay and examine the rope (turn to **125**). If you take the pieces of wood, you must leave behind one item from your pack.

**113**

You arrive at another junction in the passage. You may either go northwards (turn to **14**) or continue eastwards (turn to **78**).

**114**

The barrels contain a clear brown liquid. You sniff it. It smells like rum. You taste it. It *is* rum. You cup your hands, pour some in and take a swig. You gasp – by golly, it's good! Restore 6 points of STAMINA and 1 LUCK. Turn to **81**.

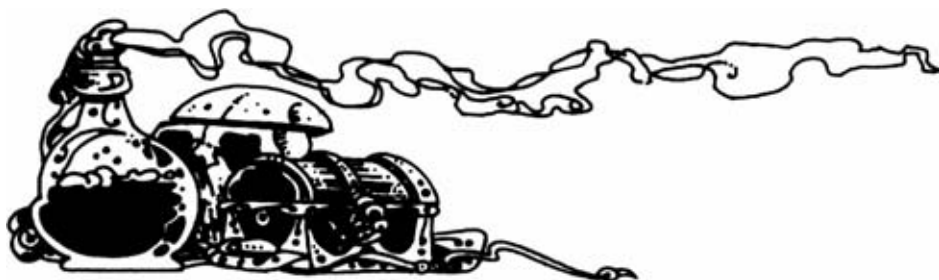
**115**

The poor wretches lying dead at your feet almost look happy to be relieved of the burden of life. But as you look down at them, you sense that you are not the only one to know of their deaths. Looking around the room, you may:

- Investigate the weapons  
Lying around Turn to **95**
- Go over to the dead body  
in the north-east corner Turn to **70**
- Check the barrels Turn to **114**

**116**

The two drunken ORCS you now face are obviously startled at your entrance and, as quickly as they are able, they fumble around



for the weapons. You must attack each one in turn. Their drunkenness allows you to add 1 point to your dice roll when rolling to workout your Attack Strength during each Attack Round.

	SKILL	STAMINA
First ORC	5	4
Second ORC	5	5

If you win the battle, turn to **222**. If you wish to *Escape* during the battle, you may do so by turning to **42**.

**117**

As you swing your sword at the creature, it reaches out and catches the blade in its hand! Your weapon is almost ineffective against the considerable strength of the creature. You realize this and panic, but you must fight on.

VAMPIRE	SKILL 10	STAMINA 10
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If you defeat the Vampire, turn to **109**. If you wish to try to *Escape*, which you may only do after 6 full Attack Rounds, you will have to be lucky. *Test your Luck*. If you are Lucky, you may *Escape* through the west door (turn to **226**). If you are Unlucky, you must continue this fight for a further 6 Attack Rounds before trying to *Escape* again. If you roll an 11 or 12 and you are Unlucky (i.e. your current LUCK score is below 11), then turn to **224**.

**118**

As you approach he rises from his coffin, spreads his cloak and takes you under it. Your last living memory is a flash of pain as his sharp teeth sink into your neck. You should never have let yourself get into eye-contact with a VAMPIRE!

**119**

You open your pack and reach inside for something suitable to throw across the cavern. Check your Equipment List, choose one item to throw and cross it off your List. If you have no Equipment you will have to throw a Gold Piece. You throw the object across the cavern, *where* it lands with a clatter. The Ogre looks towards the noise, and goes over to investigate. Meanwhile you creep out, down the passage and back to the junction. Turn to **269**.

**120**

As you speak the old man rises to his feet. 'Oh my, oh my, a stranger!' he starts. 'Well, do come in, the shop is open. What can I get you? What would you like to buy? What takes your fancy? Which way are you headed? North?

Well?' You tell the old man your story. He listens intently and replies, 'Oh yes, in that case you will undoubtedly need one of my Blue Candles. That will be 20 Gold Pieces please. Cash it you don't mind. Yes, I know it's expensive, but isn't everything these days? Not so long ago these were only 5 Gold Pieces each; but you know what has happened to the price of candlewax since the Long Dark Night – oh, but you probably don't since you don't come from these parts. Never mind. I can guarantee it's still worth the price. You might need it sooner than you think . . .'

If you decide to buy a candle, pay for it and add it to your Equipment List. You are getting a little tired of his constant prattling. Leave the room and go northwards. Turn to **22**.



**121**

You are in a small, foul-smelling room. You notice two doors: one to the west and one behind you to the south. The furniture in the room is sparse and has been made mostly from bits of old boats. There appears to be nothing of value in the room, but a bunch of keys hangs on the wall. An old man in ragged clothes is slumped asleep on a 'bench' made from half a rowing boat, snoring loudly. Next to him is a vicious-looking brown dog with red eyes and black teeth, whom you have awakened and who now is eyeing you suspiciously. A deep growl is coming from its throat. You may:

- Tiptoe an exit through  
the south door Turn to **66**
- Bang on the door behind  
you and cough a few  
'Ahem's' to wake up the  
old man Turn to **172**
- Leap across the room with  
sword drawn to cut down  
the dog Turn to **249**



**122**

You wake with a throbbing head and look around. The room is about eight metres square, with doors to the north and south. You have been dumped in the south-west corner. Standing motionless in the centre of the room are four men. At least, they *appear* to be men. Their skin is a greeny-grey colour. Their clothes are tattered and torn and they are all staring vacantly at the ceiling. One carries a club, one a scythe, one an axe and one a pick. They are ignoring you completely.

Around the room are various peasant-style weapons (pitchforks, axe-handles, pointed sticks, etc.). one or two shields, and several barrels. In the north-east corner is a human corpse with a sword in one hand and a shield in the other. You move your hand up to your head to feel for signs of blood and you are

relieved to find you are not bleeding. But as your hand moves, the strange creatures in the centre of the room turn their eyes down towards you. Do you:

- Try to talk to them? Turn to **268**
- Jump to your feet and charge them with your sword? Turn to **105**
- Scramble for an exit through the south door? Turn to **13**

**123**

Will they believe your story about buying a boat? Skeletons are pretty simple-minded, so roll one die. A 1, 2 or 3 means they believe you, and they all go running through the door in the north wall, leaving you alone in the Boat House. Add 2 LUCK points and turn to **184**.

A 4 or 5 means they're not sure. They send two of their members through the north door whilst the other three watch you with their makeshift weapons. Turn to **164**.

A roll of 6 means they definitely don't believe you and keep on advancing. Turn to **140**.

**124**

The door opens into a wide passageway and you follow this for some distance before reaching a junction. Here you may either go northwards (turn to **138**) or turn to the east (turn to **76**).

**125**

You pick up the rope. It looks normal. In fact it looks as if it might be quite useful. You open your pack to put it in. Suddenly, it comes alive in your fingers, snakes quickly up your arm and attempts to wrap itself around your neck. You struggle to cut the rope with your sword before its grip tightens. *Test your Luck*. If you are Lucky, you cut the rope and it drops to the ground. If you are not, the rope tightens – lose 1 STAMINA point. You must *Test your Luck* again to try to cut the rope, and keep trying until you do. Each time you fail, you lose another STAMINA point (and reduce your LUCK score). If you finally defeat the rope, you may leave through the north door. Turn to **73**.

**126**

You approach the statue cautiously. A scampering behind you makes you flash round . . . but it is only a rat. You feel at the jewel, but it is solidly in place. You try to work your sword in behind it and as you work, you hear an ominous creaking noise. To your horror the statue is beginning to move! You jump down and draw your sword. The IRON CYCLOPS cranes its head round towards you and steps down from its pedestal. You must fight!

IRON  
CYCLOPS SKILL 10 STAMINA 10

If you win, turn to **75**. If you want to *Escape* during combat, you can run through the door back to the junction. Turn to **93**.

**127**

He doesn't take at all kindly to your threats. As you argue and his anger builds, you notice a transformation taking place. He begins to straighten up and grows physically stronger in front of your very eyes. His face and arms grow hairy. His teeth become sharp and pointed. You must make a quick decision. You offer him 5 Gold Pieces to calm him down (deduct this from your Gold and turn to **272**) or prepare to attack him (turn to **188**).





**128**

You hear a deep rumbling noise and the ground begins to shudder. Slowly and noisily the portcullis rises into the ceiling. You may now walk to the junction. Will you turn west (turn to **210**) or east (turn to **58**)?

**129**

You return to the riverbank and decide to try the door in the middle of the rock face. Turn to **104**.

**130**

The old man asks you for your stake. You may bet between 1 and 20 Gold Pieces (but not more than you possess!). He tosses the white dice he has been playing with to you and asks you to roll two dice once for yourself and once for the old man. If your total is higher, you win the amount of your stake from the old man. If his total is higher, you lose your stake. You may continue for as long as you have Gold Pieces, and then leave through the door and return to the junction. Add 2 points to your SKILL, STAMINA and LUCK scores if you win. Turn to **106**.

**131**

The lock was obviously inadequate; it flies off and lands on the floor several metres away. You lift up the heavy lid and your eyes widen as you see the gold sheen coming from within. A fair number of Gold Pieces are inside. In one corner lies a small black bottle with a tight glass stopper, containing a liquid of some kind. Also in the chest is a silky black glove. But as you are admiring this treasure you hear a soft click and wince in pain as a small dart shoots forward into your stomach. Roll one die and subtract this number of points from your STAMINA to determine the effect of the poison on the dart tip. If you are still alive, turn to **201**.

**132**

The shield is a standard wooden type. You may keep it or throw it away. Turn to **91**.

**133**

You try various items of equipment against the gaze of the painting, but none seems to work. You may try any of the following if you have them:

- Slash the painting with your sword Turn to **238**
- Hold a jewel up in front of it Turn to **31**
- Plunge a wooden stake into it Turn to **241**
- Throw cheese at it Turn to **45**

**134**

The room is unoccupied and there seems to be no other means of exit. In the centre of the floor stands a table, and on this table are two helmets; one of bronze and one of iron. Both are about your size. Will you try one on, or is this worth the risk?

- Try on the bronze helmet Turn to **202**
- Try on the iron helmet Turn to **103**
- Return to the junction Turn to **87**

**135**

The Wight lies in a heap in the corner of the room. You approach his desk and open the box. There are 18 Gold Pieces within the box. You may take these with you – enter them on your Adventure Sheet. You can add 2 LUCK points for defeating the creature and may rest a while to take some Provisions. When you are ready, you may leave by the north door. Turn to **175**.

**136**

You arrive at the door, struggle with the lock and open the door. You burst out, closing the door behind you and take several deep breaths. Return to the junction (turn to **229**).

**137**

The Wererat slumps to the ground. You





search his body and find 2 Gold Pieces, his fare from the last crossing. You curse him for trying to overcharge you. Add the 2 Gold Pieces to your Gold and row yourself across the river. Add 2 LUCK points. As you moor the boat on the north bank you look back at the body. It has vanished! Turn to **7**.

### 138

The passage widens and you realize you are about to enter a large cavern. You can hear noises coming from the cavern ahead and you proceed cautiously. As you approach, you can make out a large figure in the distance and you are overawed as you realize that this oversized human must be at least three metres tall! Dressed in a leather tunic, the creature is absorbed in a meal he is eating at a table.

The cavern is at least a hundred metres across and must be the home of this GIANT. A large table and two chairs are along one of the walls, and it is here that the creature sits. Intent on his meal (a large pig), he is unlikely to notice you. Around the rest of the cavern you can see his straw mattress, a great furry pelt which may be his blanket or a shawl, and a huge stone-headed hammer, which you would have no hope of budging. A fire burns in one corner of the cavern, under a hole in the ceiling. There appears to be no other way through the cavern. Will you take on this brute (turn to **163**) or return to the junction (turn to **157**)?

### 139

The door bursts open and you fall headlong into a room. But your heart jumps as you realize you are not landing on the floor, but plunging down a pit of some kind! Luckily the pit is not particularly deep and you land in a heap less than two metres down. Lose 1 STAMINA point for your bruises, climb out of the pit into the room and leave through the door, heading westwards. Turn to **92**.

### 140

The Skeletons advance and force you back to the door. The leader approaches, with two behind, and the final two behind them. Resolve the battle by first fighting the leader:

SKELETON SKILL 7 STAMINA 5

and then fighting the pairs. Both members of

a pair will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Skeleton as a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is the greater, you must just count this as though you have defended against its blow. Of course if its Attack Strength is greater, it has wounded you in the normal way.

		SKILL	STAMINA
1st Pair:	SKELETON A	6	5
	SKELETON B	6	6
2nd Pair:	SKELETON A	5	6
	SKELETON B	5	5

If you win, turn to **246**.

### 141

When the old man learns of your quest for treasure he becomes angry and bids you begone – he'll have nothing to do with fortune-hunters. His dog senses his anger and snarls menacingly. You may either smile, thank him and exit through the south door (turn to **66**) or you may stay to try to pacify him (turn to **111**).

### 142

You sheathe your sword and walk up to the water. Is it safe to swim? Although you cannot see any immediate signs of danger either in the water or around its banks, there is no way through on the north side of the river. You suddenly notice a gleaming sword lying on the river bed several steps in. You wade in to retrieve it. It is light in your hand, far less cumbersome than your own weapon, and it has a keen edge. This marvellous weapon will add 1 point to your SKILL while you use it. Note this on your Equipment List. A mysterious voice speaking directly to your mind seems to be telling you to throw your own sword into the river. Will you? If so, turn to **56**. If you want to keep both swords, turn to **153**.

### 143

You squat on the sandy bank. As you prepare your meal you notice a movement in the sand a couple of metres to your left. The movement becomes quite turbulent and you spring to your feet, sword at the ready. Suddenly a large tubular head breaks through the sur-

face, twists around in the air and picks up your scent. The smooth, segmented body of a GIANT SANDWORM rears up and sways over in your direction. As it does so a large orifice, with short, spiky teeth, opens in what must be its head. You must do battle with this creature.

GIANT SANDWORM SKILL 7 STAMINA 7

If you win, turn to **44**. If you want to *Escape*, after three Attack Rounds, you may dive into the river and swim downstream (turn to **256**), but you have lost the Provisions you started to eat.

### 144

The creature catches your eye with its own gaze and you find yourself unable to control your own actions. It beckons you forward. You move slowly towards it with your mouth gaping open. It tells you to throw down the stake. As you look down at the stake, you suddenly feel a surge of power return to your own will, and you fling the stake at him from close range. *Test your Luck*. If you are Lucky, turn to **101**. If you are Unlucky, turn to **217**.

### 145

The box has fallen to the ground during your fight with the Snake and out of it have fallen 6 Gold Pieces. You may take these with you (note them on your Equipment List) and leave the room. Add 1 LUCK point and turn to **180**.

### 146

You find no secret passages. You return to the crossroads and proceed either northwards (turn to **191**) or westwards (turn to **11**).

### 147

You leave the room and open the box in the passage. Inside you find a single Piece of Gold and a small mouse, which must have been the creature's pet. You keep the coin and release the mouse, which scurries off down the passageway. Gain 2 LUCK points and turn to **208**.

### 148

You follow the passage eastwards for several metres. then it turns to the north. Shortly you



reach another junction where you may either go straight on (turn to **227**) or you may turn right, into an eastwards passage that soon turns north (turn to **67**).

### 149

As you watch the living mural, you are unaware of the speed with which your candle is burning. Suddenly it flickers and goes out! You again begin to hear the piercing screams and their pitch grows to an unbearable level. You drop to your knees clutching your ears and crawl towards the wall. Which wall will you crawl towards:

The east wall? Turn to **181**  
The north wall? Turn to **265**  
The west wall? Turn to **167**

### 150

You are in a pit, a little bruised but not too seriously hurt. You look around as you get back on your feet and can see two passages: a short one to the south which opens into a small chamber, and another heading northwards. You are a little worried about the crash your fall has made, and even more by the gruntings you can hear coming from the chamber to the south. Before you can collect your thoughts, a large, ugly head pokes around the corner and a TROLL emerges from its chamber. Your ankle is twisted and you cannot move quickly, but the Troll is ready for a fight. You will have to face the brute. Turn to **267** – but if you have a Potion of Invisibility, turn to **51**.



### 151

You gain ground on the 'turbulence' in the water but a few metres from the north bank you notice two sinister reptilian eyes on the surface of the water watching you. You are swimming straight for them. If you decide you rather not face the owner of the eyes,

you may turn round and head straight back to the south bank at full speed – you arrive exhausted, lose 1 STAMINA point and turn to **218**. Alternatively you can risk the eyes ahead – turn to **86**. You may try a detour which will send you nearer the 'turbulence' – turn to **158**.

### 152

As the 'turbulence' surrounds you, you can feel the jostlings of many small fish. They start ripping your flesh with vicious bites and you realize that you are surrounded by deadly PIRANHAS!

If, during your struggle with the Crocodile, you have wounded it, you are lucky and most of the fish attack the bleeding reptile. If you have not wounded the Crocodile, then the fish may go for either you or it. Throw one die. If you throw a 1 or 2, the majority of the Piranhas go for you. If you throw a number between 3 and 6, the majority attack the Crocodile.

Treat the Piranhas as a single creature. If, as a result of the above, the *majority* of the fish attack you, their scores are:

PIRANHAS SKILL 5 STAMINA 5

If, as a result of the above, the majority attack the Crocodile and the *remainder* attack you, they have:

PIRANHAS SKILL 5 STAMINA 1

If you win you can swim to shore. Turn to **7**. You may eat Provisions here – and restore 1 LUCK point.

### 153

As you put the two swords into your belt, your new one seems to take on a mind of its own. It cuts your leg (lose 1 STAMINA point) and, as you draw it out, it turns rubbery in your hand. It's useless now so you fling it into the river. It seems that the only way forward is for you to swim eastwards down the river. You plunge in and start swimming. Turn to **256**.

### 154

As you move, the creature's eyes flash open. He sees you and slowly gets to his feet. His breathing becomes heavy and he stalks towards you. You must stand and fight him. Turn to **41**.

### 155

The door splits along its length and you can wrench the timbers apart to let yourself in. A torch hangs from one wall lighting up a small armoury room stocked with swords, shields, helmets, daggers, breastplates and the like. You examine the weaponry and find nothing appearing superior to your own sword. However, a circular iron shield with a golden crescent at its centre catches your eye. You pick it up and feel its weight on your arm. If you wish to take this shield it will aid you in battles by helping to fend off wound damage inflicted by a creature on you. If in future during a battle in which you are using this

shield, a creature wounds you, you may throw one die. If you throw a 6, the creature inflicts only 1 point of damage instead of the normal 2. If, for some reason, the creature would normally only inflict 1 point of damage, then a successful roll of 6 would mean that no damage is done. However, the shield is heavy and you will have to leave behind one item of equipment (adjust your Equipment List) to be able to carry it.

You now leave the room and continue up the corridor. Turn to **39**.



### 156

You charge the door with your shoulder. Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed – turn to **139**. If the number rolled is greater than your SKILL, you rub your bruised shoulder and decide against trying again. Turn to **92** to return to the junction.

### 157

You arrive back at the junction and turn eastwards. Turn to **76**.

### 158

The water around you bristles with activity, as if an invisible hand is dropping unseen pebbles into the river. You gulp – PIRANHAS! – and you begin to feel their sharp teeth biting into your flesh. You kick with your limbs and slash with your weapons to keep them off until you reach the south bank. Treat the Piranhas as a single creature.

PIRANHAS SKILL 5 STAMINA 5

Resolve this battle.

If you win, you manage to scramble out of the water and lie panting on the south bank. You may eat Provisions here. Turn to **218**.

**159**

You open the door into a large room which can only be the dining room of the same warty-faced creatures you now recognize. Sitting round a large table are five ORCS busily drinking and dribbling their bowls of rat-gizzard soup. All are involved in a rowdy argument as to who will get to chew the rat bones left in the large soup cauldron, so they do not see you enter. You may be bold and prepare to attack them (turn to **187**) or you may not relish the prospect of taking on five of these creatures and try to escape. If you wish to leave the room, *Test your Luck*. If you are Lucky, you get out without them noticing (turn to **237**) – there is no penalty for escaping. If you are Unlucky, they notice you. Prepare for battle and turn to **187**.

**160**

As you approach you feel his eyes burn into you with considerable power. You begin to weaken under his gaze. Lose 1 STAMINA point. You are gradually losing your own will. Will you try to draw your sword and fight him (turn to **74**) or look for some other means of attack in your backpack (turn to **60**)?

**161**

You lunge at the old man as he leaps towards you with outstretched arms – and run him through the chest with your sword. You curse as you realize that he was making no attempt to attack you; his wild excitement must merely have been relief after having been imprisoned for what had apparently been a very long time. You will now get no information out of him on the perils of the adventure ahead. Turn to **79** to progress up the passageway.

**162**

The passageway ahead runs northwards and you follow this until you reach another junction. Here you may either continue northwards (turn to **23**) or you may turn westwards (turn to **69**).

**163**

You draw your sword and enter the cavern. The Giant stops in the middle of a mouthful, raises his head and sniffs the air. He swings round and catches sight of you approaching. Roaring loudly he flings the pig's carcass at you. *Test your Luck*. If you are Lucky, it misses. If you are Unlucky, it hits you with quite some force – lose 1 STAMINA point. Then he picks up his hammer and prepares to club you with it. Resolve this battle.

GIANT SKILL 8 STAMINA 9

If you win, turn to **28**. You may *Escape* after three Attack Rounds down the passageway, where he will not be able to follow (turn to **157**).

**164**

You realize that the two Skeletons who have just run off will soon return and expose your

bluff. You must react quickly. Will you beat a hasty retreat through the door behind you (turn to **129**) or draw your sword and lash out at the remaining Skeletons (turn to **236**)?

**165**

The old man thanks you and rather sheepishly ties up his boots. You explain that you mean no harm and he calms down, calling off his dog. He tells you that this area is the only passageway through to the inner chambers. Some years ago the river swelled after a particularly severe spring thaw and cut off supplies from the outside world. All the area's inhabitants starved to death but the Master, realizing he needed defences against the outside world, put a curse on the area. The last remaining creatures became the Undead and now guard the passageways through.

He starts to inquire about you. Will you:

Be straight with him and tell him of your quest? Turn to **141**

Thank him for the chat and leave through the south door? Turn to **66**

Try to grab the keys and go for the nearest door? Turn to **249**

**166**

You land in the icy water and frantically swim for the south bank. To your amazement the raft turns round in mid-stream and makes its own way back to the south bank. You quicken your pace, aware that your splashings may at any time attract the attention of any underwater creatures living in the river.

Roll one die. If you roll a 1, 2, 3 or 4 you make it safely back to the south bank. Turn to **218**. If you roll a 5 or 6, turn to **158**.

**167**

You grope along the wall but can find no way of escape. The noise is causing you to scream in pain! Subtract 1 SKILL point. You may try either the east wall (turn to **181**) or the north wall (turn to **265**).

**168**

You open the door to a large room. A large chair behind a solid-looking table suggests to you that someone, or something, of rank uses this room. A chest in the centre catches your eye. In a corner of the room stands a man-sized creature with a warty face, standing over a smaller creature of similar race. With the whip in his hand, the ORC CHIEFTAIN has been beating his servant, who is whimpering beneath him. Will you:

Attack them both? Turn to **206**

Spring at the Chieftain in the hope that his servant will aid you? Turn to **65**

Leave the room and head back for the junction? Turn to **26**

**169**

You try the keys. Not one will turn. As you try to turn the third key, small catches drop and

your last memory is a sting of pain as three small darts pierce your skin. Each is treated with a quick-acting poison. Remember not to use this combination of keys next time!

**170**

The crucifix is solid silver and worth 4 Gold Pieces. Record this on your *Adventure Sheet* and turn to **91**.

**171**

The passage runs for some distance northwards and then starts to open into a large cavern with rough walls. There appears to be no way through. Will you return to the junction (turn to **269**) or enter the cavern (turn to **57**)?

**172**

The old man's eyes flutter open. He sees you and grabs for a half oar lying by his bench. You tell him you mean him no harm but he remains on guard and eyes you cautiously. Although he looks harmless enough, his dog could be dangerous. The man's boots are undone. Will you:

Rush the dog with your weapon drawn? Turn to **249**

Ask the man questions regarding your quest? Turn to **141**

Tell him his boots are undone? Turn to **165**



**173**

Silver weapons only will be effective here. When the creature inflicts its *third* wound on you, turn to **24**. If you defeat it before this happens, turn to **135**, or you may *Escape* through the north door (turn to **175**). If you can use 'The Giver of Sleep', *Test your Luck*. If you are Lucky, you hit and the creature dies instantly. If you are Unlucky, you miss.

**174**

Turn to **198**.

**175**

The door slams shut with a loud bang behind you. You find yourself in a passageway running ahead northwards. You follow it for several metres, until it bends to the west, and continue onwards. Some way down the passage you come across a narrow opening in the north wall and decide to go through. Turn to **89**.

**176**

As you walk up the passage, it visibly widens and eventually you find yourself standing at the mouth of a rough cavern, a natural cave in the rock. As you look into the darkness, the cavern appears to be about 30 metres deep, with no visible exit. Do you want to go into the cavern (turn to **270**) or go back to the junction (turn to **215**)?

**177**

You snatch the key from its hook. It has the number 66 inscribed on it. But your lungs are bursting. Roll two dice. If the number is less than or equal to your SKILL score, you make it across the room to the door (turn to **136**). If it exceeds your SKILL score, you are forced to take a breath of poison gas. Reduce your SKILL score by 2 and your STAMINA score by 3 and dash for the door (turn to **136**).

**178**

You tiptoe precariously across the room to the door in the north wall. You open the door and proceed through it. Turn to **162**.

**179**

The narrow passageway eventually becomes too small for you to walk along. You get down on your hands and knees, and crawl. Eventually, you will get no further and there seems to be no way through, so you decide to return to the main passage. You head for the junction. Turn to **10**.

**180**

Further up the passage on the west wall you see another similar door. You listen at the door and grimace to hear the worst singing you have ever heard in your life! Do you want to go into the room to investigate this hideous din (turn to **197**) or walk on up the passageway (turn to **42**)?

**181**

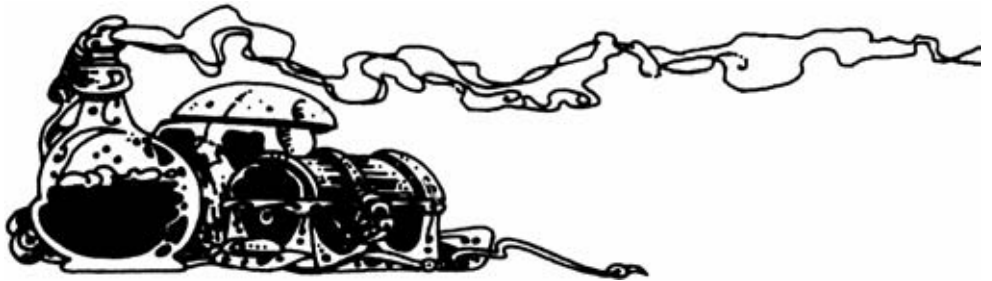
You run along the wall searching for a door but find none. Your ears are on fire with the agony! Lose 1 SKILL point. You may try either the west wall (turn to **167**) or the north wall (turn to **265**), but you must find a way out soon!

**182**

Two of the keys fit the locks perfectly. The other doesn't. You leap to one side as a jet of clear liquid spurts from the chest. It just misses, but you lose 2 STAMINA points as the liquid emits an acidic vapour which makes you cough and choke.

You return to the chest and try another combination of three keys. Add the key totals and turn to that section.

If you have no more keys to try, you sit down exhausted in despair after having got so near to your goal. Remember to look for keys next time you enter the dungeon!

**183**

You search the bodies of the dead Orcs but find only a few teeth, nails, bones and knives in their pockets. You search the cupboards around the room but find only crude bowls, plates and spoons. But under the serving hatch you find a thin leather case half a metre long. You may open the case (turn to **266**) or you may leave it behind and walk out of the door (turn to **237**). You are proud of your victory and may add 1 SKILL and 5 STAMINA points.

**184**

You are alone in the Boat House and have sometime to search before the Skeletons will inevitably return. You may either search the drawers (turn to **98**) in the room, or may investigate the tools (turn to **34**) before they comeback. As you begin to search, you hear a noise from behind the door in the north wall.

**185**

The hand withers and shrinks back into the floor. At the same time, the other hands stop dead and slowly fade away downwards into the tiles. You decide this time to step on the star-shaped tiles, and step carefully across to the door in the north wall. The door opens. Add 2 LUCK points. Turn to **162**.

**186**

Turn to **182**.

**187**

The Orcs attack you one at a time.

	SKILL	STAMINA
First ORC	6	4
Second ORC	5	3
Third ORC	6	4
Fourth ORC	5	2
Fifth ORC	4	4

If you win, turn to **183**. If you wish to *Escape* during the battle (don't forget your penalty for this), turn to **237**.

**188**

He now stands just under two metres tall. He advances towards you. His body is hairy. His teeth are pointed. His eyes flash. His fingernails are sharp claws. His nose has become a rat-like snout. He is a WERERAT!

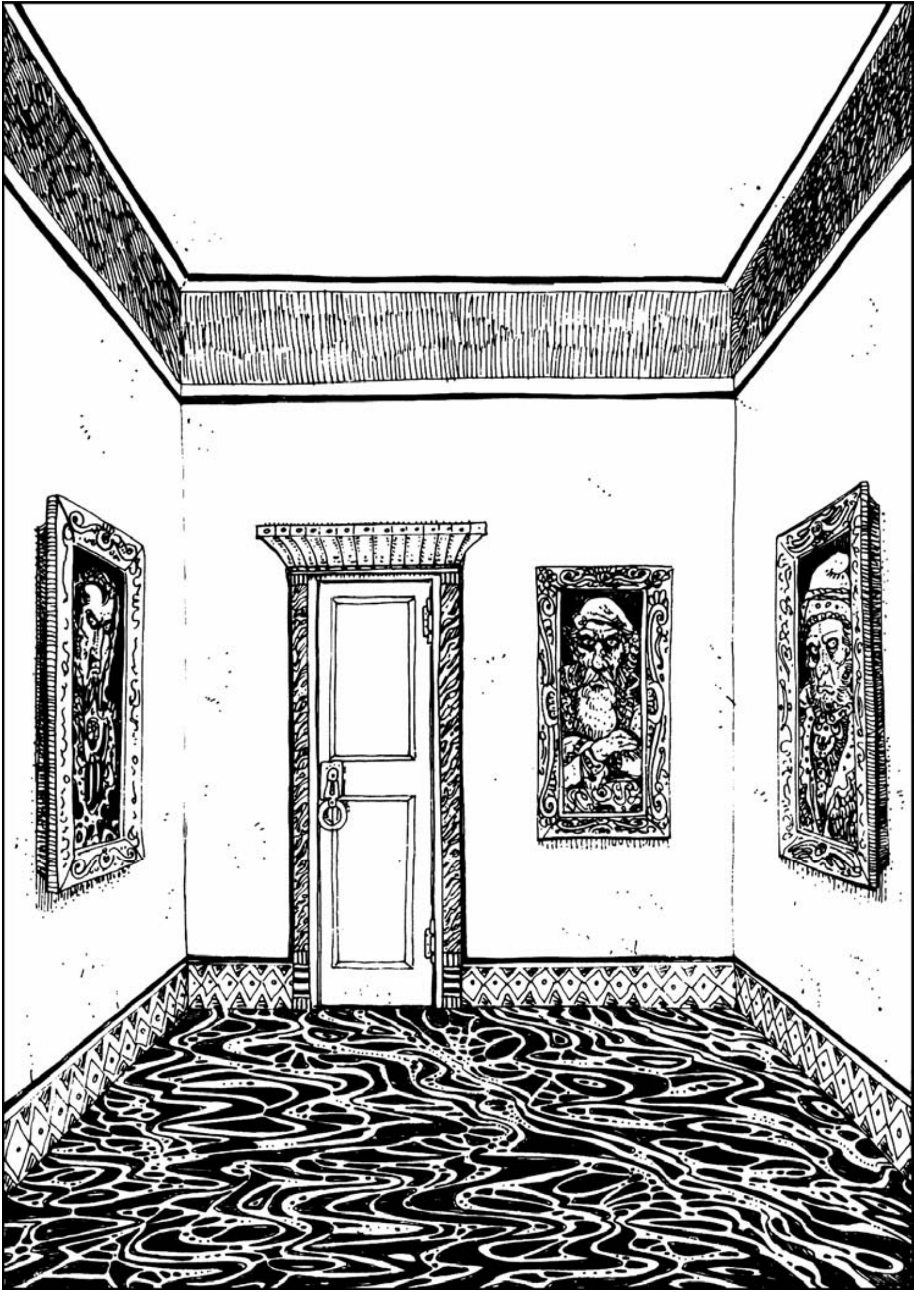
WERERAT SKILL 8 STAMINA 5

Resolve your battle with him. If you win, turn to **137**. If you decide to *Escape*, you may run over the rickety bridge (turn to **209**).

**189**

The door opens into a short corridor which ends several metres ahead at another door, similar to the one you have just come through. You listen and hear nothing. You try the handle and it turns, allowing you into another room of a similar size. But this room is splendidly decorated, with a polished marble floor and rough walls painted white. On each of the four walls hangs a painting, and there is another door in the north wall. You can either go straight through the room (turn to **90**) or you may stop to look at the paintings (turn to **25**).





**190**

You arrive back at the junction and progress westwards. Turn to **251**.

**191**

You are following a passageway which leads ahead to the north. After several metres it bends sharply to the east. You continue eastwards until you eventually come across a narrow opening in the north wall. You may go through this opening (turn to **89**) or continue eastwards (turn to **62**).

**192**

Turn to **169**.

**193**

The door opens and you enter a small room. Your eyes widen as you look around to see that the walls of the room are covered in ornate stonework. Mosaics and marble inlays give this room a kind of beauty you have never seen before. In a corner of the room is a large metal statue of a one-eyed creature. In its single eye is a sparkling jewel. As there appear to be no other ways through the room, you will have to go back to the junction – but that large jewel is very tempting. Will you leave it alone and go back to the junction (turn to **93**) or try to take the jewel with you (turn to **126**)?



**194**

You arrive at another junction in the passageway. If you would like to turn westwards, turn to **235**. If you wish to go east, turn to **100**.



**195**

This is a rather unlikely story, considering that they see very few humans around. Nevertheless, Skeletons are pretty dim – you knew this and that's why you tried the story. Roll one die. If you roll a 1 or 2, they don't believe you and keep on advancing. Turn to **140**.

A 3 or 4 means that they aren't sure, and send two of their number off through the north door while the rest hold you at bay with their weapons. Turn to **164**.

A roll of 5 or 6 means they've believed you and they all get back to work! Turn to **9**. Add 2 LUCK points.

**196**

You search the room. Try as you may you cannot find the secret switch to open the door

in the bookshelf – the old man must have locked it from the inside. You do find 5 Gold Pieces in a drawer in the table. You decide to return to the junction to the south. Turn to **106**.

**197**

The door opens to reveal a small room. The room is dirty and unkempt. A straw mattress lies in one corner. In the centre of the room is a wooden table upon which a candle burns, lighting the room with its flickering flame. A small box rests under the table. Seated around the table are two small creatures with warty skin, dressed in leather armour. They are drinking some sort of grog and, by the way they stagger to their feet on your arrival, you assume they are very drunk. You may either draw your sword and leap forward at them (turn to **116**) or slam the door quickly and run on up the passage (turn to **42**).

**198**

One of the keys turns, but the other two will not fit. As you struggle to try to make them turn, you hear two small clicks and then pings' as two miniature darts shoot from the chest at you. You leap backwards to try to avoid them, crack your head on the wall behind you, and slump to the floor, unconscious.

*Test your Luck.* If you are Lucky, the darts miss you, and you awake with a sore head. Lose 2 STAMINA points. If you are Unlucky, the darts strike and you never recover consciousness. If you were Lucky, you may try different keys (remember – *one* of the keys you just used fits perfectly). Add the key totals and turn to that number.

If you have tried all combinations for the keys that you have, you bury your head in your hands and weep after having got so far. You are so near to achieving your objective, but you will have to try again. Re-enter the dungeon – but remember to look for keys as you progress!

**199**

The passageway ahead widens and you can see ahead a large cavern. As you shine your lantern around it you can see crude stone weapons on the floor and a smouldering fire in the centre of the cave. But you see no way through. As you turn to make your way back you stop in your tracks to see two Neanderthal CAVEMEN barring your exit. They grunt aggressively at you. You draw your sword and must prepare to fight.

	SKILL	STAMINA
First CAVEMAN	7	6
Second CAVEMAN	6	4

Fight them one at a time. If you win, leave the cavern and return to the junction. Turn to **190**.

**200**

Turn to **198**.

**201**

You sink to the floor. You pull the dart out and decide to bandage the wound. This gives some relief, but you still feel weak. You decide to take it easy and examine the contents of the chest, but if you wish you may eat some Provisions here. There are 25 Gold Pieces. The label on the bottle shows it to be a Potion of Invisibility, good for one dose. The glove is a mystery. Underneath the glove you find a shiny key, with the number 125 stamped into it. You may put any or all of these into your backpack and leave the room. Turn to **26**.

**202**

You place the helmet on your head. It fits well. Suddenly a searing pain flashes across your forehead. You cannot think straight. This helmet is cursed, try as you might, you cannot remove it. Reduce your SKILL score by 1. The pain soon subsides, but you still cannot shift the helmet. You stagger back to the junction, trying desperately to compose yourself. Turn to **87**.

**203**

Add 1 point to your LUCK for defeating the Werewolf. You may rest and eat Provisions if you wish. As you look around the room, there appears to be little of use, although the bunch of keys looks interesting. One is marked 'Boat House'. Another has the number 111 stamped into it. You may take the keys if you wish. There are doors to the west and South. If you open the west door, turn to **38**. If you want to go south, turn to **66**.

**204**

The old man does not look up from the table, but his devilish little pet eyes you suspiciously and starts chattering in a small squeaky voice. The old man grunts and asks you whether you are game for a wager. Will you accept (you may only do so if you have at least one Gold Piece with you)? If so, turn to **130**. If not, you may either leave the room (turn to **106**) or attack the man (turn to **220**).

**205**

The door opens and you find yourself in a dark crypt of some kind. The room is very large. At one end is an altar, and various coffins are strewn about the room. There is a door behind you in the south wall, and also one in the west wall. If you want to investigate the room further, turn to **254**. If the place gives you the creeps, you can leave via the west door (turn to **226**).

**206**

The battle commences!

	SKILL	STAMINA
ORC CHIEFTAIN	7	6
SERVANT	5	3

Fight them one at a time. If you defeat them both, turn to **21**.

**207**

Going through the door, you enter a large room. Various bits of wooden debris are strewn untidily across the floor. Apart from your entrance door, there is also a door in the north wall. In one corner is a crude wooden desk with a box on it. In another corner, apparently asleep (or dead), is a hideous-looking man-sized creature with warty skin, wild hair and long claws for fingernails. Will you tiptoe out through the north door (turn to **83**) or tiptoe across to the desk to look at the box (turn to **154**)?

**208**

Further up the passage along the west wall you see another door. You listen at it but hear nothing. If you want to try opening the door, turn to **252**. If you want to continue northwards, turn to **180**.

**209**

The timbers of the bridge are rotting and decayed from years of neglect. A single plank snaps under your foot. Roll one die. A roll of 6 sends you splashing into the river below – turn to **158**. Any other roll means you regain your footing. Turn to **47**.

**210**

Shortly along the passage you arrive at another junction where you may go either straight ahead westwards (turn to **225**) or northwards (turn to **171**).

**211**

Wights are vulnerable only to weapons made of solid silver. If the weapon you are using is not made of silver, have one more Attack Round. Remember that any wounds he inflicts on you will count, but your wounds will not harm him, and he will still be at full strength (SKILL 9 STAMINA 6) unless you have chosen a silver weapon.

If you have a silver weapon, you had better use it now and turn to **173**. If you have not, or if you have suffered enough damage, you'd better run for the north door – turn to **175**. Remember that you are *Escaping* here and he inflicts a final wound as you flee.

**212**

The Skeletons do not notice you and disappear through the door into the Boat House. Breathing a sigh of relief, you press on to try the door at the north end of the passage. But before you go, you may eat some Provisions and you may add 2 LUCK points for evading the Skeletons. Turn to **207**.

**213**

The door is locked. You may try to charge it down by rolling two dice. If the number rolled is equal to or less than your SKILL score, the door bursts open – turn to **36**. If the number is greater than your SKILL score, the door remains locked, you lose 1 STAMINA point for your bruised shoulder and you must progress up the passage – turn to **79**.

**214**

Facing northwards, the rock face is smooth and glistening with moisture. Moss of many different hues grows on the surface. There is an eerie silence punctuated only by the splashings of the river as it flows behind you. You have three options:

A passage runs off to the north-west. If you take this route

Turn to **271**

A large timber door is directly in front of you in the middle of the rock face.

Turn to **104**

If you open the door  
Another passage runs out along the river eastwards. To follow this along the riverbank

Turn to **99**

**215**

You arrive back at the junction and this time turn northwards. Turn to **5**.

**216**

The water is refreshing. As you drink more you feel a glow spreading through your body as if you were drinking at the fountain of life. Add 4 STAMINA points, and restore your SKILL and LUCK scores to their *Initial* levels. The fountain of life for you must be the fountain of death for the evil Goblins. You may eat Provisions here. When you have rested, leave through the north door. Turn to **230**.

**217**

The stake narrowly misses the Vampire's head. As you watch it travel, you pick up the creature's gaze again. He beckons you towards him once more. Your will has gone. Turn to **118**.

**218**

You are on the south bank of an underground river facing across its black depths. There appear to be four ways of crossing. To your left, a rusted bell bears the sign 'Ferry Service 2 Gold Pieces – Please Ring'. There is a small raft in front of you on the bank with a long stick resting beside it: you could punt across the river. A rickety old bridge crosses on the right. If you don't trust any of these, you may swim. Which will you choose?

Ring the bell

Turn to **3**

Punt the raft across

Turn to **234**

Risk the bridge

Turn to **209**

Swim

Turn to **85**

**219**

Turn to **198**.

**220**

As you draw your sword, the WINGED GREMLIN flaps into the air and attacks you, while the old man rushes over to the bookshelf, touches a book and escapes through a secret doorway that opens for him. But you must fight his pet.

WINGED

GREMLIN

SKILL 5

STAMINA 7

If you beat the Gremlin, turn to **196**.

**221**

What are these mysterious items you have collected? Which have you written down first on your Equipment List:

The armour?

Turn to **72**

The shield?

Turn to **132**

The sword?

Turn to **27**

The gold?

Turn to **110**

The crucifix?

Turn to **170**

**222**

You wipe your bloodied sword on the mattress. The green blood leaves a slimy stain on the straw. Stepping over the bodies towards the table, you flinch at the foul stench of the creatures. You pick up the box from under the table and examine it. It is a small wooden box with crude hinges. The name 'Farrigo Di Maggio' is inscribed on a brass nameplate on its lid. If you wish to open the box, turn to **30**. If you decide to leave it behind and leave the room, turn to **42**.

**223**

The door is firmly locked. You may try to force it open (turn to **53**) or you may continue along the corridor (turn to **39**)

**224**

As your eyes watch the creature's movements, they suddenly make contact with its piercing stare. You are mesmerized and, as it beckons you towards it, your will disappears. Turn to **118**.

**225**

The passageway continues westwards and then turns due north. Some way up, you reach a junction where a narrow passage runs off to the west. Will you continue northwards (turn to **77**) or take the west way (turn to **63**)?

**226**

You are in a narrow east-west corridor. Looking westwards you can see a crossroads ahead. You go on to the crossroads. Turn to **37**.

**227**

The passage ends at a wooden door, trimmed in iron. Various inscriptions adorn the door, but none makes any sense to you. You listen, but hear nothing. You may either open the door (turn to **84**) or return to the junction (turn to **106**).

**228**

A sign above the door reads 'Boat House'. The door is firmly locked but a small barred window allows you to look inside. You can see a number of Skeleton-men working on building a boat of some sort. They move in a series of quick, jerky actions, rather insect-like.

If you have a key clearly labelled 'Boat House'

Turn to **80**

If you want to try to break the door down

Turn to **264**

If you want to return to the riverbank and try another route

Turn to **129**

**229**

You arrive back at the junction and this time turn right. Turn to **69**.

**230**

The door opens into a passage, which you follow northwards. Shortly you reach a bend and follow it round to the east. Several metres on, you reach a junction at which you may either go north (turn to **262**) or continue eastwards (turn to **54**).

**231**

Turn to **182**.

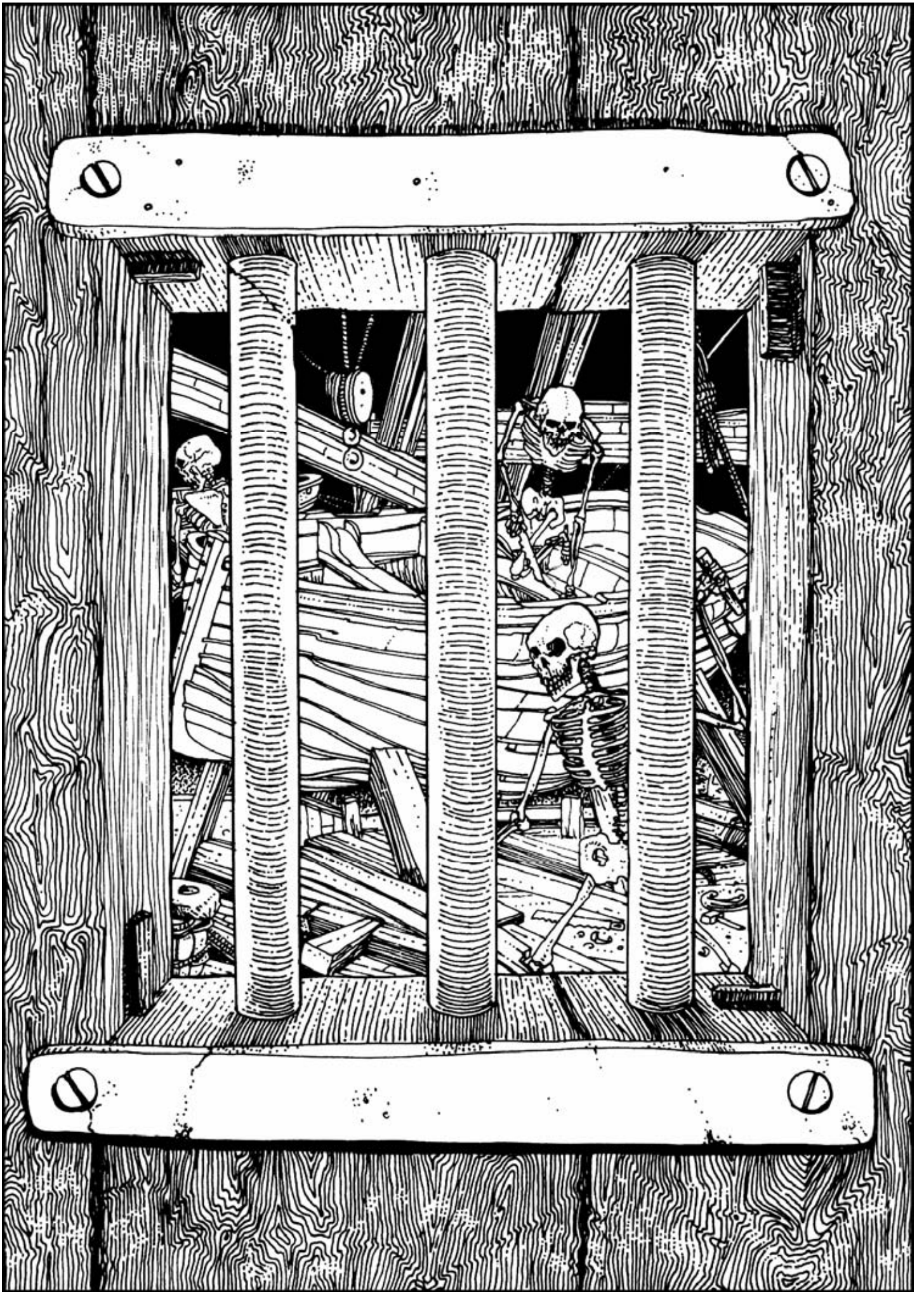
**232**

Almost exhausted after your awkward fight with the Spider, you set to work on hacking the boots off with your sword. Eventually they come free and you may leave the cavern down the passageway and back to the junction. Turn to **215**.

**233**

Turn to **169**.





**234**

You climb on the raft and start to punt your way across the river. The going is not easy. In the middle of the river the raft seems to take on a will of its own and bobs up and down dangerously. You realize it is attempting to capsize itself and throw you into the river! You may either trust your strength and luck to hold on and keep punting to the north side (turn to **55**) or jump into the water and attempt to swim back to the south bank (turn to **166**)

**235**

You follow the passage westwards, then it turns sharply to the north and, some metres further on, a passage runs off to the west. If you would like to go along the westward passage, turn to **176**. If you want to carry on northwards up the passage, turn to **5**.

**236**

The battle commences. The Skeletons attack you one by one:

	SKILL	STAMINA
SKELETON A	6	5
SKELETON B	6	6
SKELETON C	5	5

If you win, turn to **246**.

**237**

You move swiftly down the passage and arrive back at the junction. Turn northwards this time – turn to **14**.

**238**

Your sword flies out of your hand, into the air and you must leap aside as it comes down on you. It grazes your cheek as it falls. Lose 1 STAMINA point. You decide you'd better leave the room. Pick up your sword and turn to **90**. Lose 1 more SKILL point in fear of the Warlock's power.

**239**

You think back to the words of the old man. 'You might need it sooner than you think . . .' You grope in your pack and pull out the candle. Immediately it lights itself of its own accord. The howling stops and the room appears bathed in a blue light from the candle. On the walls, the figures in the mural are moving! They are mouthing silent screams as if trapped in a two-dimensional hell. On the wall opposite is another door, which you may leave through (turn to **88**), or you may stay to investigate (turn to **149**). Add 1 LUCK for your foresight.

**240**

The box is light, but something rattles within. You open the lid and a small SNAKE darts out to bite at your wrist! You must fight the Snake

SNAKE	SKILL 5	STAMINA 2
-------	---------	-----------

If you kill the Snake, turn to **145**.



**241**

As you attack the portrait with the wooden stake, you feel a wrench of pain in your wrist. You are forced by some unseen power to drop the stake. You decide to run and leave through the north door. Turn to **90**, but lose 1 more SKILL point in awe of the Warlock's power.

**242**

The boots are well-fashioned in a deep red leather. They are much sturdier than your own and fit you well. You try a few steps but are horrified to find that you cannot move, and the boots seem to be gripping your feet with considerable force. As you struggle to free yourself, you hear a crack and a smash as a stalactite falls from the roof; you crane round to see a large black shape shifting towards you. As it approaches, you turn cold. Several metres away is a GIANT SPIDER, at least a metre across, advancing towards you on spiny legs, mandibles clicking nervously in anticipation of its next meal. You draw your sword to defend yourself as it stalks you. You cannot move and thus must

subtract 2 from each dice roll you make to calculate your Attack Strength.

GIANT SPIDER	SKILL 7	STAMINA 8
--------------	---------	-----------

If you win the battle, turn to **232**.

**243**

To your horror, you realize that this dummy lever was a trap! Although it looked like a handle, it was in fact a wax-coated sword blade and it has now cut your hand badly. Did you use your right or your left hand?

Roll one die. If the number you roll is odd, this was your sword hand and your fighting prowess has been severely hampered. Lose 3 SKILL points and 1 STAMINA. If you rolled an even number, you used your other hand, and so the injury is not quite so important. Lose 1 SKILL point and 2 STAMINA. If you now wish to pull the right lever, turn to **128**. If you don't wish to pull the right lever, you won't be getting much further – and remember which hand you will use!



**244**

The passage runs northwards, and ahead you can hear the splashing of an underground river. The air becomes cool and fresh. You soon reach a wide opening of a riverbank but despair as you look across to see no way through on the other side. To the east the river

flows through a cave in the rock. You may either sit, rest and eat Provisions (turn to **143**), or continue by what seems to be the only way forward, jumping into the river and swimming downstream (turn to **256**).

**245**

Turn to **198**.

**246**

You step over the bones on the floor to take a closer look at the Boat House. You pick up and study a few of the tools scattered around: hammers, nails, chisels and the like, but they appear very ordinary. You hear a banging sound coming from beyond the north door and have time for one further search before you must react. Do you look through the

drawers of the benches around the room (turn to **98**) or check the tools more carefully (turn to **34**)?

**247**

He is a little startled by your onslaught, but simply raises his hand. As he does so, you suddenly collide heavily into . . . apparently nothing. You sit on the floor in a heap, rubbing your nose. Lose 2 STAMINA points. The old man chuckles and says, 'You poor fool. Did you think I was defenceless in such a den of evil as this? You will regret your folly.' You rise to your feet and return to the passageway, turning north up the corridor. Turn to **22**.

**248**

The creature that has just awakened is an ORC! He scrambles to his feet and turns to grasp at a rope which is probably the alarm bell. You must attack him quickly.

ORC SKILL 6 STAMINA 5

If you defeat him, you may continue up the passage – turn to **43**.

**249**

The dog springs as you move. Its hideous black teeth are coming straight for your throat! Two metres from you, a blast of fire shoots from its mouth right at your face! You duck just in time but must now fight the beast.

DOG SKILL 7 STAMINA 6

In addition to its normal attack, throw one die every Attack Round for its fiery breath. On a roll of 1 or 2 it scorches you for 1 point of damage – subtract from your STAMINA – but on a roll of any other number, you avoid the blast. You may use your LUCK against the fire. The only *Escape* open is through the south door (turn to **66**).

The old man watches the fight but does not move unless you kill his dog. If you kill the dog, you may *Escape* through the south door (turn to **66**), but you will not have time to take anything with you. If you wish to stay, turn to **48**. Add 1 LUCK point anyway.

**250**

You are in a short passageway which comes to a dead end several metres ahead of you. You study the rock face carefully but there appears to be no way through. You return to the crossroads and this time continue straight ahead northwards. Turn to **191**.





### 251

The passageway twists sharply northwards and ahead you can hear water flowing. You eventually reach the south bank of an underground river. As you stand on the pebbled bank you hear a fluttering of wings and look up to see three GIANT BATS swooping down on you to attack. Fight these three as a single creature:

GIANT BATS SKILL 6 STAMINA 6

If you win, turn to **142**. You may *Escape* by jumping into the river (turn to **256**).

### 252

The door opens to reveal a small room with a stone floor and dirty walls. There is a stale smell in the air. In the centre of the room is a makeshift wooden table on which is standing a lit candle. Under the table is a small box. In the far corner of the room is a straw mattress. You may either open the box (turn to **240**) or leave the room (turn to **180**).

### 253

The passageway ends in another wooden door, this time a small one with a carved bone handle. You listen but hear nothing coming from inside. You try the handle and the door opens into a pear-shaped room with a rough stone floor, making walking across it somewhat awkward. In one corner of the room is a pile of rubble, mainly stones and dust, but there are also two odd-shaped pieces of wood and a length of rope. A door in the north wall leads on. Will you:

Examine the bits of wood? Turn to **112**  
 Study the length of rope? Turn to **125**  
 Leave through the north door? Turn to **73**

### 254

The silence is deathly. A slow drip startles you as you creep around the coffins. The altar is ornately carved and studded with jewels. Beautifully woven drapes hang from the walls although they are threadbare in places. There are three coffins in the room. A creaking noise makes you whirl round and the light from your lantern falls on the largest coffin. It is opening!

As you watch, a tall man with a white face sits upright. His eyes open and fall on you. His expression changes from one of tranquillity to one of abject hate. His mouth opens and a terrifying hiss comes from his throat. His teeth are wolf-like. He beckons you to come over. Do you:

Approach him as he wishes? Turn to **160**  
 Draw your sword and prepare to fight? Turn to **117**  
 Reach into your pack for another means of attack? Turn to **60**  
 Run for the west door? Turn to **226**

### 255

The passageway ends in a sturdy wooden door. If you want to try opening it, turn to **193**. If you want to go back to the junction and try another route, turn to **93**.

### 256

The current is strong and takes you swiftly downstream. You are washed along through a narrow opening and out into a large cavern with banks on both sides. The current washes you on to the south bank. Turn to **218**.

### 257

The passageway runs straight for several metres and then ends at a wooden door. You listen at the door and hear angry shouting coming from within. Will you investigate (turn to **168**) or turn back (turn to **26**)?

### 258

The bridge is slippery from the splashing of the water. At one point you slip on a tuft of wet moss covering the timbers. Roll one die. A roll of 6 means you slip from the bridge into the water below and start swimming for the nearest bank – turn to **86**. Any other roll is lucky; you managed to hold on and you reach the north bank (turn to **7**).

### 259

As you swim to the bank away from the Crocodile, you look back to see the mysterious 'turbulence' approach the reptile's body, break into a frenzy and then move off, leaving not a trace of the animal. Thankful that you were not there to find out what it was, you lift yourself out of the water on to the north bank. Add 1 SKILL point and 2 LUCK points. Turn to **7**.

### 260

You cut down the Dwarf. He is, as you guessed, dead. Going through the pockets of the two Goblins, you find a large piece of sweet-smelling Cheese. If you wish to take this with you, put it in your pack and leave the room northwards. Turn to **46**.

### 261

You reach the junction and continue eastwards. Turn to **148**.

### 262

Some way up the passage, you reach another junction where you may either go eastwards (turn to **199**) or turn westwards (turn to **251**).

### 263

You shout: 'You are freed, old man!' at the top of your voice. Instantly, his rantings cease. He stops dead in his tracks and sinks to the floor, weeping loudly. As he gradually composes himself, he thanks you many times. You talk with him in the hope of discovering some of the secrets of the mountain and he begins to tell his story. Many years ago he was an adventurer like you in search of the Warlock's treasure. He was captured by the Orcs and thrown into his solitary cell as a sort of pet for the creatures. You ask whether he would like to accompany you into the mountain, but he simply wants to leave and see the world again. You ask him for advice but he says he knows little. He advises you to pay your respects to the boatman. He tells you that you must pull the right-hand lever on the wall ahead to open the iron gate at the end of the passage. He has also learned that the keys to the Boat House are guarded by a man and his dog. You shake hands, leave the room and go your separate ways. Add 1 LUCK point. Turn to **79**.





**264**

There is no way you are going to charge the door down, as it is twelve centimetres of solid oak! You bruise your sword arm in the attempt – lose 1 SKILL point. You can only get through the door if you have the Boat House key (if you have this key, turn to **80**, and more fool you for not using it straight away). Otherwise you will have to return to the riverbank and try again. Turn to **129**.

**265**

You grope around the length of the wall and find a door. Quickly, you fumble with the handle. It opens! Turn to **88**.

**266**

The case opens easily and inside you find a magnificent bow and one silver arrow. An inscription on the case says: 'The giver of sleep to those who never can'. You put the bow, arrow and case in your pack and leave the room, but you may eat Provisions first – and add 1 LUCK point. Turn to **237**.

**267**

The creature is man-sized but its long arms look very powerful. Resolve this battle:

TROLL SKILL 8 STAMINA 8

If you win, you may head northwards (turn to **20**).

**268**

Their vocabulary is limited to a series of moans and groans. They appear not to be intelligent at all. Furthermore, your conversation merely serves to attract their attention to you. They grip their weapons and it looks as though you will have to fight them. However, there is a slim chance that you could make it to the door you came in through. If you want to try for that door, turn to **13**. If you have resigned yourself to a battle, turn to **105**.

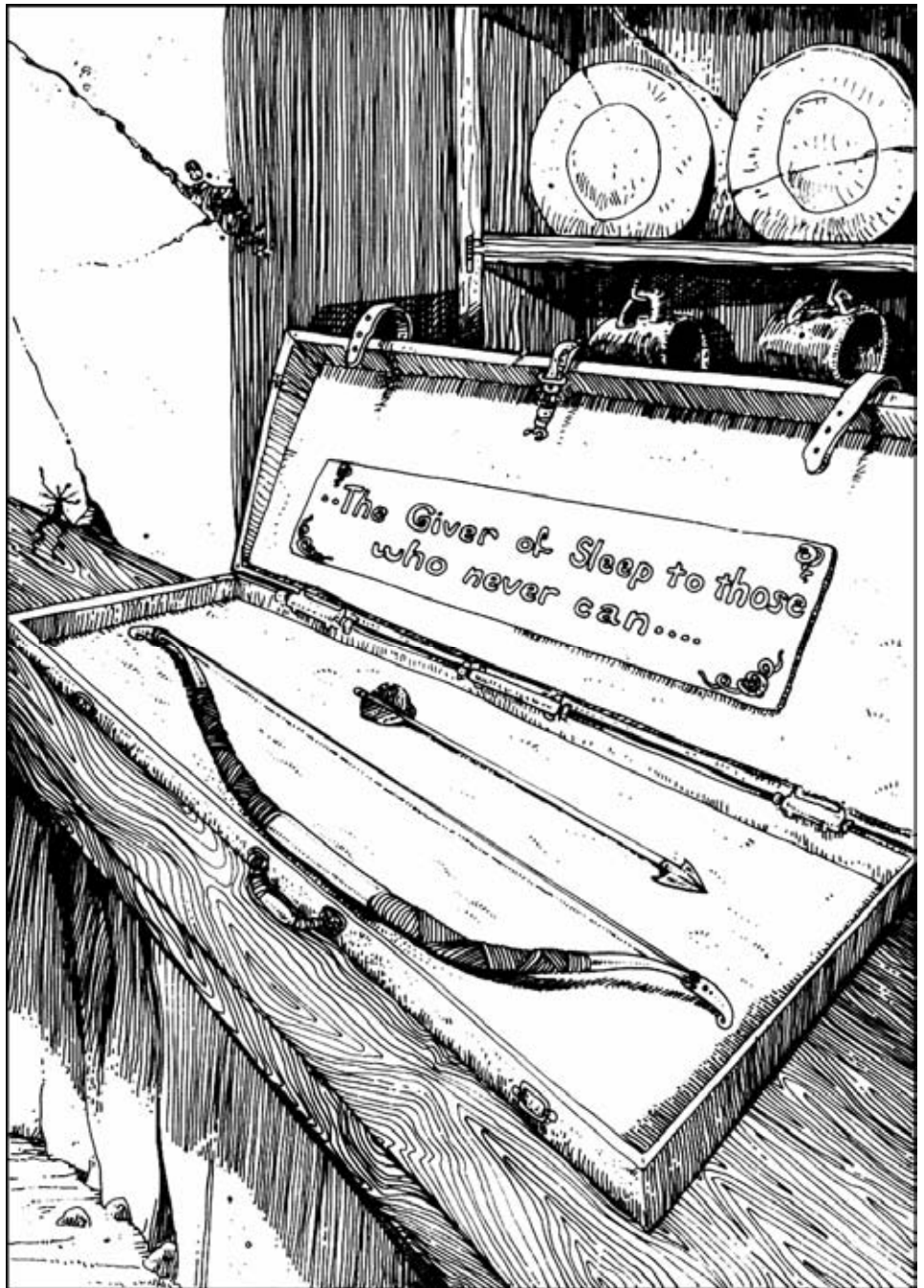
**269**

You arrive back at the junction and turn westwards. Turn to **225**.

**270**

You enter the cavern and look around to see dozens of beautifully coloured stalactites and stalagmites bordering the perimeter. Numerous drips can be heard, but the whole place seems like a magic grotto. Near the back of the cavern, you come across a pair of boots, which seem to have been made quite recently. Will you:

- Continue investigating the cavern? Turn to **61**
- Try on the boots? Turn to **242**
- Leave the cavern and return to the junction? Turn to **215**



**271**

The short passage begins to narrow and ends a few metres ahead at a doorway. If you wish to go through the door, turn to **121**. If you decide against this direction and go back to the river, turn to **214**.

**272**

He calms down, takes the Gold (deduct this from your Gold) and rows you across to the

north bank. After mooring the boat he ambles off down a passageway. Turn to **7**.

**273**

A search of the room reveals nothing of any value, although an old box in the corner contains a wooden mallet and five short stumps of wood, sharpened at one end. You may take these if you wish, and can now leave through the door in the north wall. Turn to **189**.



# WARLOCK

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2. All entries must consist of a complete adventure of 200 references

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3. Entries should be neatly presented, preferably typed, on A4 paper, double-spaced, on one side of the paper only and with wide margins. Neat handwritten entries are acceptable.

4. Winning entries will be judged on the basis of inventiveness and originality. If, in the judges' opinion, none of the entries is of a sufficiently high standard, the first prize of publication in *Warlock* and a fee of £100 will not be awarded. The judges' decision is final and no correspondence will be entered into.

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Investigate you. You ask him the way out of the maze. He tells you to leave by the south door and turn left. Go over a crossroads and turn left. You take his advice, leave through the south door and keep going until you reach the second crossroads. Give through the south door and turn to make your own way via the west door.

Turn to 99  
Turn to 142  
Turn to 105  
Turn to 308  
Turn to 392  
Turn to 46

	SKILL	STAMINA
SKELETON A	6	5
SKELETON B	6	6
KELETON A	5	6
KELETON B	5	5

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